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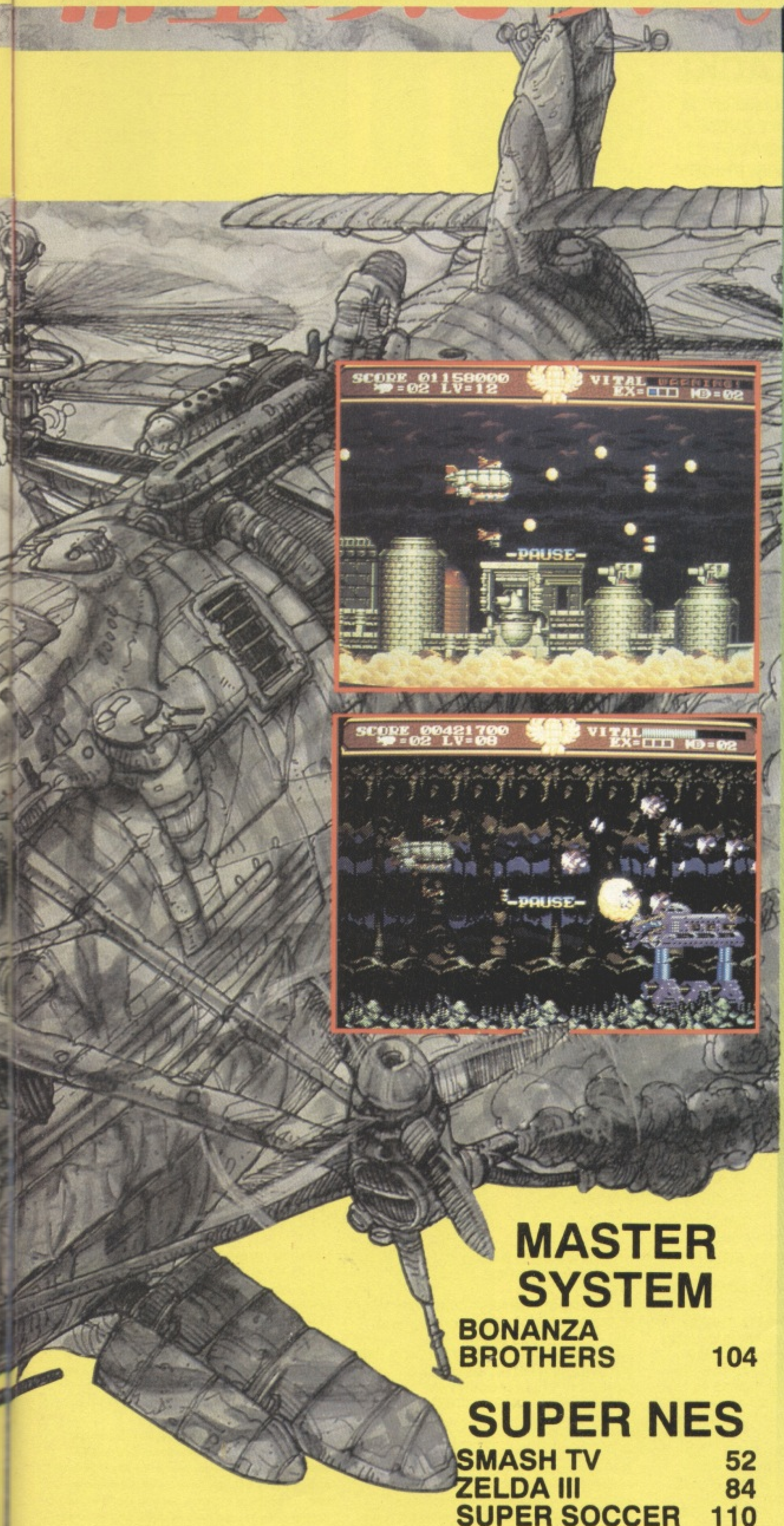
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MEAN MACHINES MAY ISSUE 20

The completely fab Final Fight/Super Nintendo badge that is attached to the front cover of this month's MEAN MACHINES is not suitable for children under 36 months and contains small parts.



REVIEWS


SCORE 01158000
=02 LV=12
VITAL
EX=
=02
-PAUSE-
SCORE 00421700
=02 LV=08
VITAL
EX=
=02
-PAUSE-

EDITO

UGLY ATTACK! UGLY ATTACK!

Aarrgggh! Quickly nurse, the screens... More revolting retards ripe for ribbing! Yes, once again we've been inundated with pictures of people who reckon they can stand up to a MEAN MACHINES insult. Can you? Then send in a picture of yourself to: I'M SO UGLY THEY WON'T EVEN LET ME ON THE SUNSHINE BUS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.





◀ **Mr Vacuum Head, Dave Caulton of Newhall is really Les out of Vic Reeves' Big Night Out with a wig on.**

▼ **There are quite a few names we could call Edd Huxley of Chichester, but let's just say he's a fellow who enjoys playing pocket billiards.**





▲ **Ian Norris: a sad, shambling, lanky layabout git with a vile and festering fungoid growth shivering on his upper lip.**



▲ **Andrew Jenkins of Upper Cwmtwrch, Swansea makes Patrick Moore look desireable. What we want to know, though, is what sort of a mutated, grossly hideous father spawned this disgusting specimen?**

▶ **B Angel of Letchworth is waiting for his friends to unpack his wheelchair.**

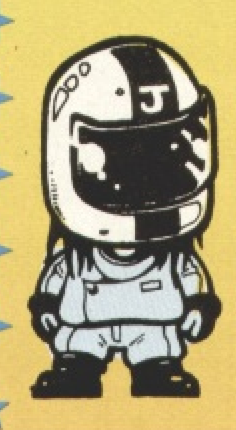


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THANKS THIS MONTH TO: Roy at CSM for being such a skill instructor and getting me ready for the bike test, and thanks to Mr Examiner for passing me! And a big thanks to Marcus at MCN for lending me the waterproofs, otherwise I'd have got completely soaked.
HELLO TO: Peter Plop-plop.
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EMAP Images employees or their immediate family aren't allowed to enter any of our comps, because it would be unfair if they were to do so. Everyone is perfectly entitled to, everyone other than Dwayne Minton of West Wormwood and his relations. You see, they're revolting specimens who should have been strangled with their own umbilical cords.

JAZZA'S FINAL BIT
Thanks for all your jokes. Most were complete and utter crap, but the best ones, obviously totally unprintable, were sent in by Kevin Reeves of Southport. Sir, you have a sick mind and a strange sense of humour, but you made us laugh long and loud in our hour of need, and we salute you. You also walk off with a spanking new UK Super Nintendo. Lucky you.

RIAL



The Super NES has finally hit the streets and the 16-bit console battle has truly begun. It's certainly going to be an interesting run up to next Christmas, with Sega trying to expand their massive 16-bit market share and Nintendo trying to muscle in on it. If you are thinking of buying a Megadrive or SNES, check our feature on page 20 - hopefully it'll help you make the correct decision. If it helps, whenever I make a choice I never go on brand name or technical capabilities of a particular machine. I look at the range of games. Whichever machine has the games that most appeal to me, whether they're available now or coming out soon, that's the machine I buy. Making your choice in any other way simply doesn't make sense. **JAZ**

R U FAMEOOS



Here's a sad picture sent in by Brian Morgan of him "meeting" the Addams family. Actually, it's quite good. If anyone else has got similar pictures, send them in to: HELLO I'M A HALF MASTICATED DONUT AND DESERVE A RIGHT GOOD CLIP ROUND THE EAR, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

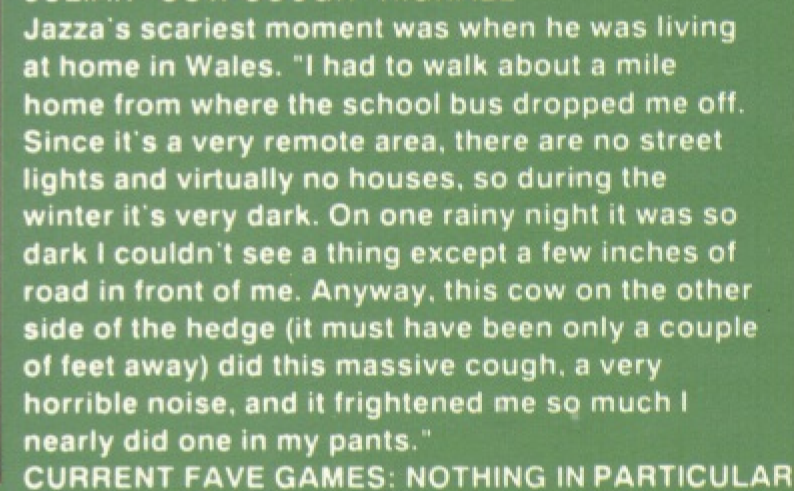
WOW - IT'S REALLY A UFO!



Incredible but true! Ben Johncock(!) of Canterbury, Kent snapped a stupendously convincing picture of a UFO that was hovering over his house and has sent it in to us for all to see. If anyone else has stunningly realistic photos of UFOs or other unidentified objects such as monsters, ghosties, yetis or whatever, send them into: MEAN MACHINES MEGA MARVELLOUS MYSTERY MADNESS MING MANG MONG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We'll print all the best ones - and the worst, most cheesily unrealistic ones.



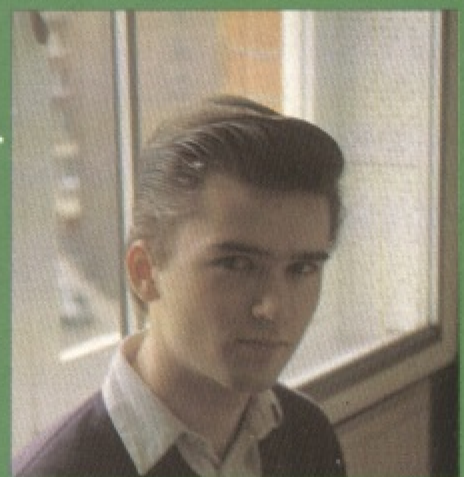
JULIAN "COW COUGH" RIGNALL



Jazza's scariest moment was when he was living at home in Wales. "I had to walk about a mile home from where the school bus dropped me off. Since it's a very remote area, there are no street lights and virtually no houses, so during the winter it's very dark. On one rainy night it was so dark I couldn't see a thing except a few inches of road in front of me. Anyway, this cow on the other side of the hedge (it must have been only a couple of feet away) did this massive cough, a very horrible noise, and it frightened me so much I nearly did one in my pants."

CURRENT FAVE GAMES: NOTHING IN PARTICULAR

RICHARD "BULLY VICTIM" LEADBETTER



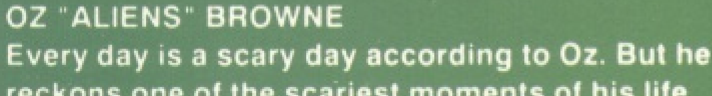
"When I was in school me and a couple of mates went down town only to run into the school bully. The rather nasty fellow decided to take our money, but I didn't have any and had to say no. He didn't believe me and got very stroppy indeed and threatened various acts of physical violence, which I must admit scared me witless. I ended up having the last laugh because one of the parents at the school busted him and the police came to the school and gave him a good going over."

CURRENT FAVE GAMES: AN OBSCURE MULTI-USER PC MODEM GAME

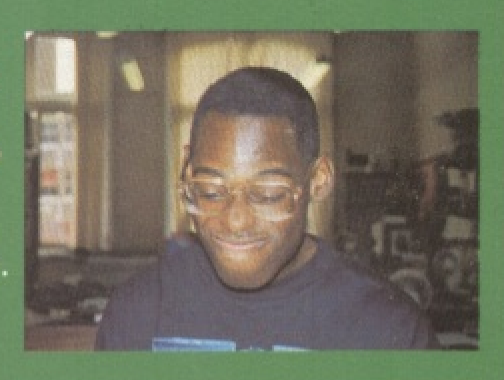
RADION "FLUKEY BOY" AUTOMATIC

"Apart from looking into the mirror every morning, the most frightening moment of my life happened when I was working in a book warehouse. I was on the top of this very high stepladder getting this big box down when it slipped and knocked the ladder sideways. Luckily the ladder had a knackered castor which stopped it slipping completely away from the wall otherwise I'd have fallen on my head."

CURRENT FAVE GAMES: PANG, POPEYE



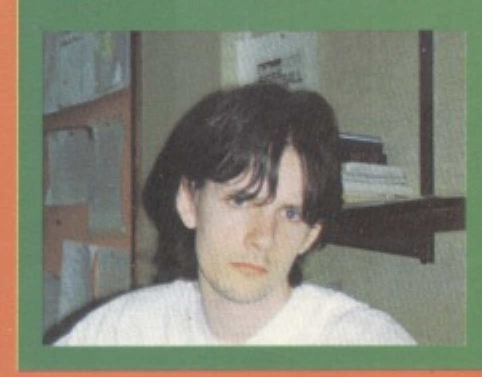
OZ "ALIENS" BROWNE



Every day is a scary day according to Oz. But he reckons one of the scariest moments of his life was when he watched the Aliens film. "I don't like horror movies much and that was the first one I ever saw. Call me a wet nellie if you like, but the film really did scare me" says the sensitive fellow.

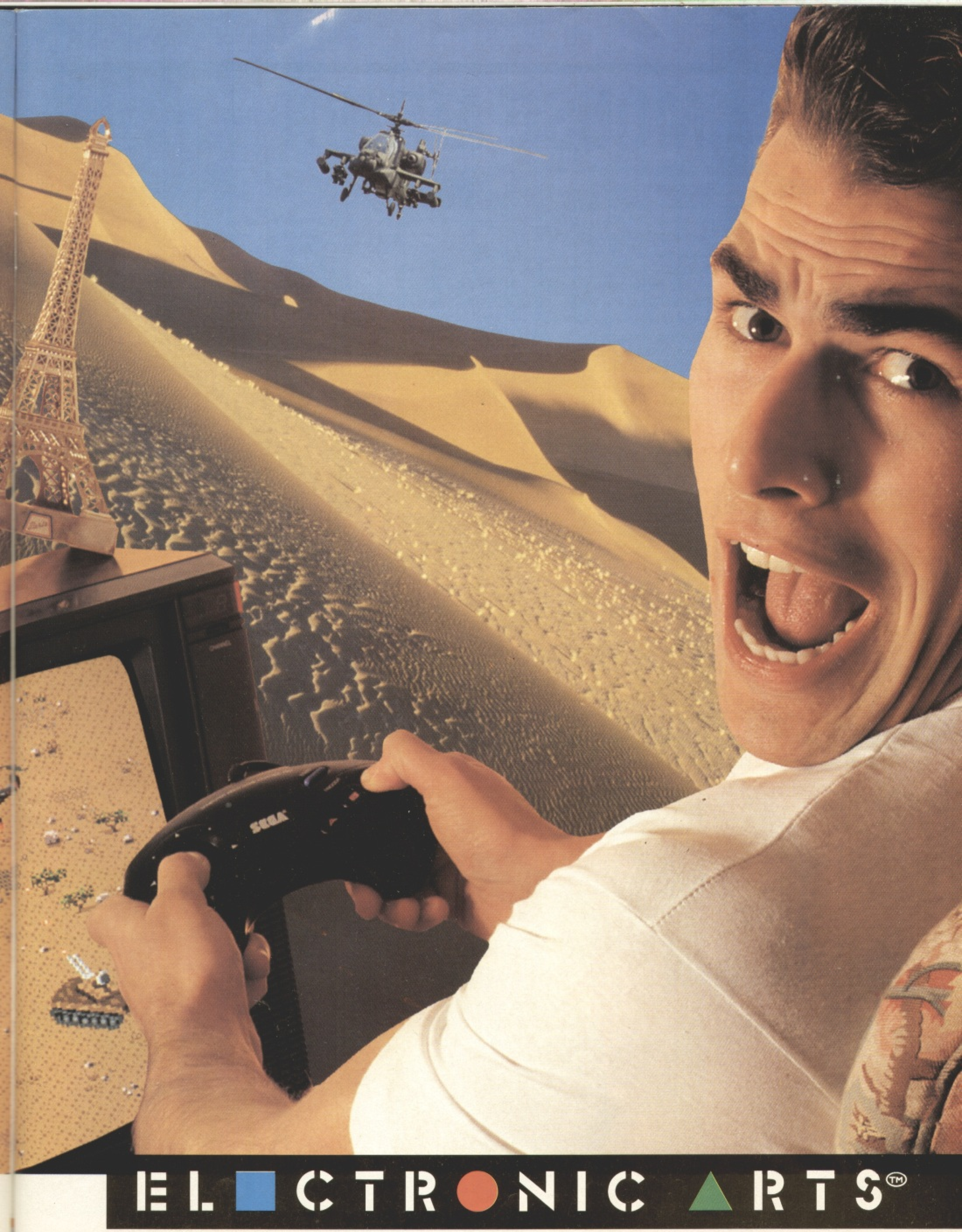
CURRENT FAVE GAMES: DESERT STRIKE, CONTRA SPIRIT, SUPER TENNIS

GARY "WHACK" HARROD



When I was working down at the Key Amusements in Poole, I caught these guys breaking into a Super Sprint machine. I kicked them out of the arcade, but they returned later and I tried to kick them out again. This time all six of them started getting very stroppy and started laying into me. I can't say I felt too happy about that.

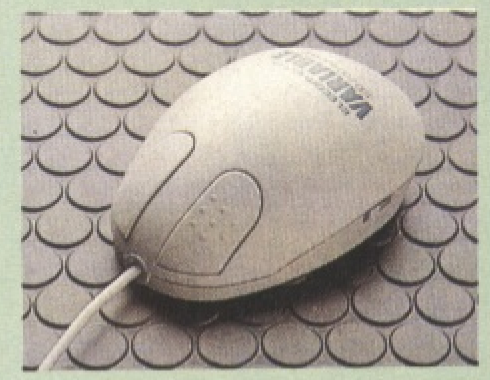
CURRENT FAVE GAMES: STREETFIGHTER II


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NEWS

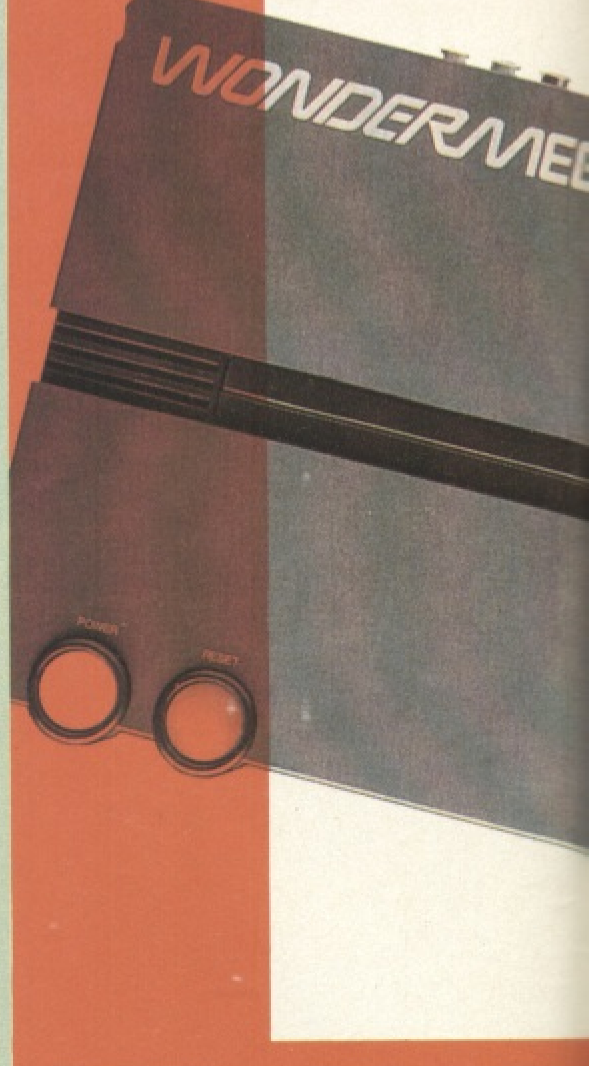
MOUSE ACTION

A mouse attachment for the Super Famicom is scheduled for release in Japan during September, with American and possibly UK releases to follow. The mouse is being bundled in Japan with Populous II, and mouse-compatible versions of Sim City and Dungeon Master are also in the pipeline. Apparently, a stunning new art package which supports the mouse is in production as we speak. We should have more details about this groovy piece of kit during the next few months.





WONDERM



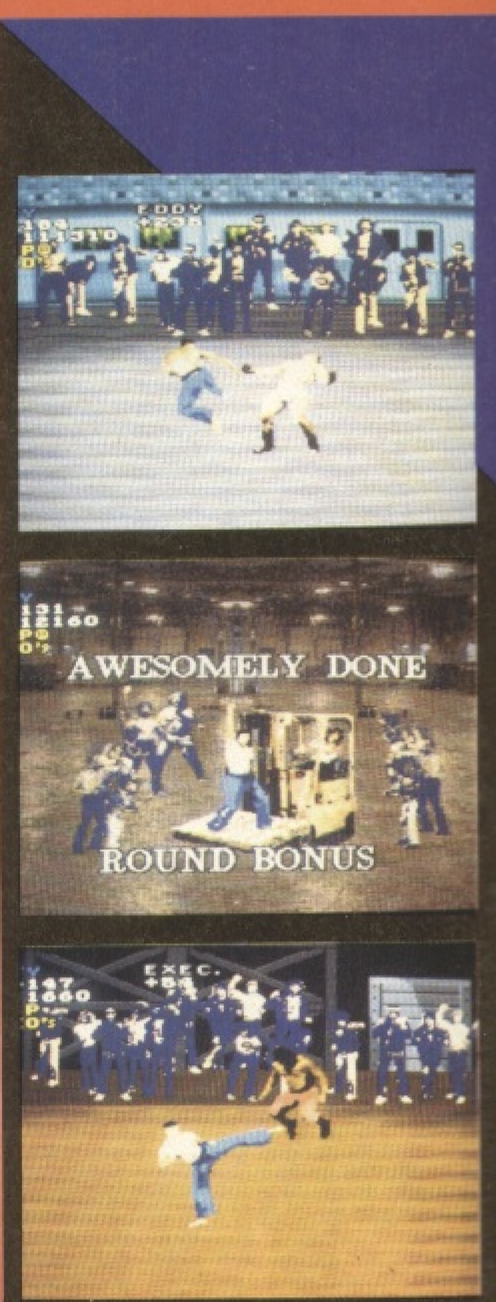
SUPER NES CD: NEWS UPDATE

Since last month's artist's impressions of the Super NES CD-ROM, more details have emerged about this potentially amazing machine. According to the Japanese computer mag, Famitsu Express, the Nintendo CD-ROM enables the main machine to carry out processing of graphics and sound while data is being loaded in from the CD (apparently, the Sega Mega-CD can't do this after all) which makes for smooth games uninterrupted by CD access. The loading time of data is also supposed to be better than the Mega-CD with disk accessing not lasting more than 1.3 seconds.

The games are set for release simultaneously with the machine. Mario will probably be one of them (and may even be bundled with the package) and the latest chapter in the Zelda saga is also planned for release on CD. Nintendo have 50 third party developers ready to release games for the CD system, and it is hoped that these games will actually be cheaper than cartridge-based efforts! We could only find out about one third party CD game, and that was Spectrum Holobyte's Star Trek: The Next Generation game, which promises to be excellent.

As soon as we get our hands on some more CD-related details, we'll let you know more.





MEGA: THE FULL STORY









More details have become available about the joint JVC/Sega project as shown in last month's MEAN MACHINES. Basically, as we said last issue, the Wondermega is a combined Megadrive and Mega-CD and is completely compatible with all available and forthcoming games, both on cartridge and CD. Just like the Mega-CD, the Wondermega also plays audio CDs and doubles up as an amazing Karaoke machine!

The system is loaded down with Karaoke options, guaranteed to go down well with budding crooners. A digital audio processing chip has been built into the machine enabling you to boost the bass power of your fave CDs. This amazing piece of custom hardware also digitally processes your voice and even adjusts the tone of the music, making your dulcet tones sound in tune all the time! Another feature of the machine is its uncanny ability to identify and remove the lead vocals from your CDs, so you can superimpose your own (doubtlessly better) tones. Two microphone sockets have found their way onto the Wondermega, enabling two singers to perform amazing duets!

In Japan, the Wondermega is being marketed jointly by Sega and JVC. Basically, Sega are selling the machine in toy shops, while JVC are pushing the machine in hi-fi and electrical shops. The JVC version of the machine comes complete with a four-game CD, called the Game Garden, which incorporates the MEAN MACHINES Mega Game, Flicky!

Sega have definite plans for a UK release and hope to release the console simultaneously with the Mega-CD attachment. No definite price point has been settled on as yet, but expect to pay around £350.00 for the machine.

PITFIGHTER ALERT!

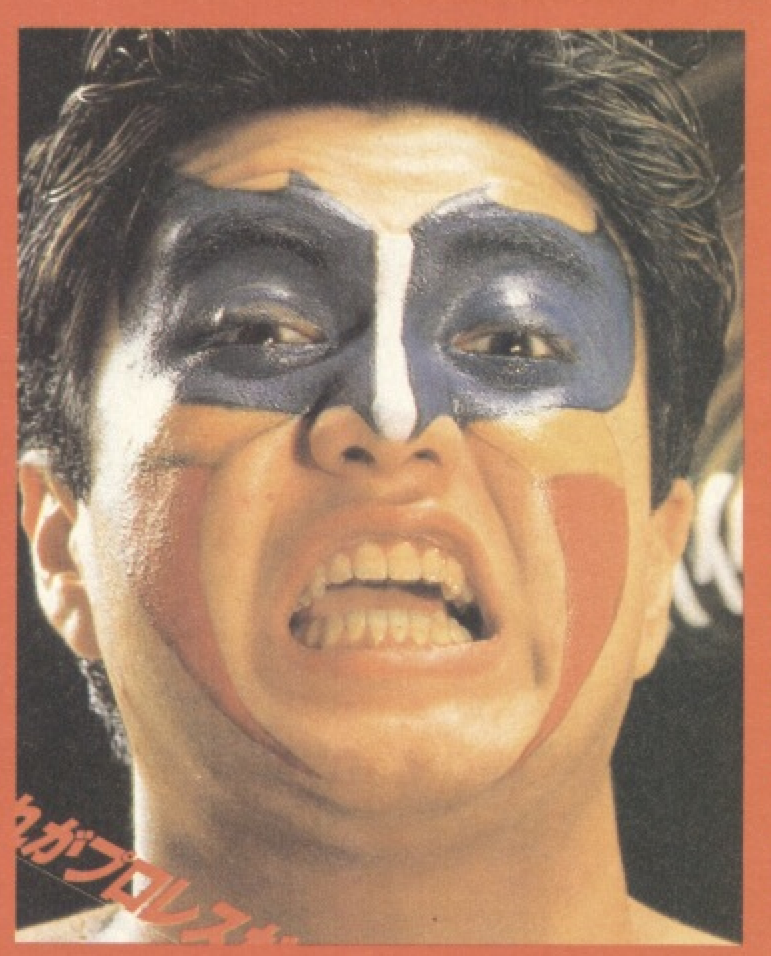
Pitfighter, the successful Atari coin-op, has been converted to the Super NES and finished US copies of the game are available from your favourite importer as we speak.

Unfortunately, the game itself is something of a shambling debacle of monstrous proportions. Rather surprisingly, there is none of the sprite-scaling that made the arcade machine so interesting and which the Super NES could have handled so easily. The sprites are ungainly and poorly animated and the sound is restricted to rubbish tunes and repetitive sampled effects. The gameplay is also extremely monotonous and dull.

Unfortunately, we can't recommend this game at all. It's a grave disappointment to beat 'em up addicts and will needlessly upset fans of the coin-op.



MEGADRIVE WRESTLING



Megadrive grapple fans after some more wrestling action after the groovy Wrestle War should keep a look out for Super Fire Pro Wrestling.

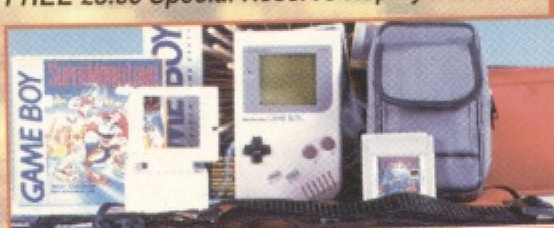
This wrestling game has fifteen different colourful participants to choose from and three different game modes. The World Championship mode pits your wrestling skills against a number of opponents the computer throws at you. The so-called "Exciting" mode is a one-bout affair, enabling one or two players to fight each other or the computer in one-on-one or tag teams. The Elimination option simply puts you up against the other fourteen wrestlers in a series of one-on-one matches.

This game certainly has lots of potential. Let's hope it's better than the stunted, disabled Super NES and PC Engine versions.



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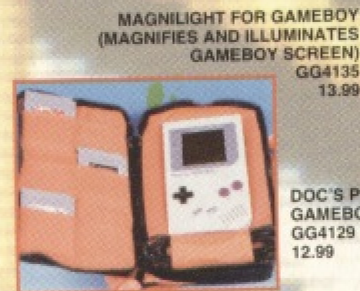


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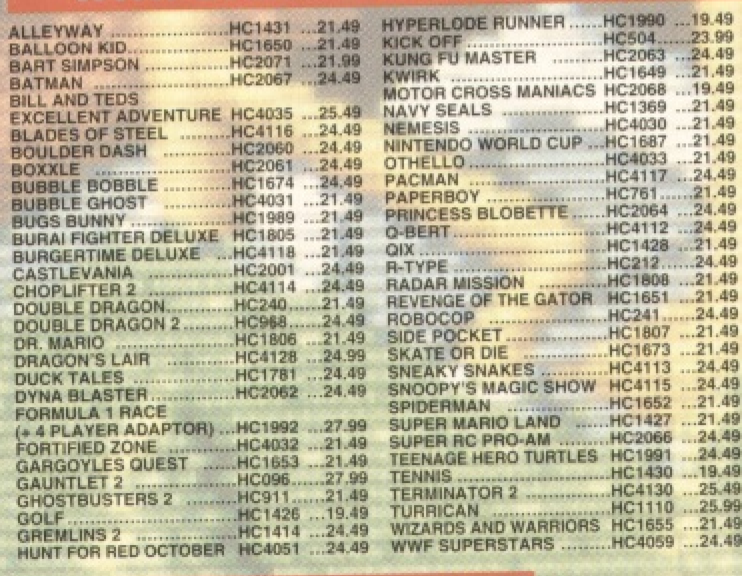
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NEWS

SUPER NES

SUPER SCOPE

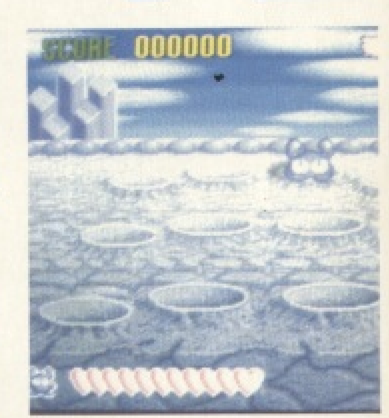
About a month after the official UK release of the Super NES, expect to see the fine Nintendo Super Scope in a high street store near you.

This bazooka-like light phaser rests on the shoulder, with aiming being achieved by squinting through the protruding scope on the top. The machine fires infra-red photons (with the aid of six 1.5v batteries) picked up by a box that rests on top of your television set. This box plugs into port two of your Super NES console.

The Super Scope comes complete with a special three-game cartridge. Blastris is a special shooting variation on the classic Tetris. In this game, you blast away parts of the block in order to make them fit and create lines. Mole Patrol is a variant of the mole-bashing arcade games, but this time you shoot them with your trusty firearm. The last game is Lazer Blazer - a graphically impressive shooting gallery game with you flying at high altitudes over the planet blasting cruise missiles and enemy craft.

The Super Scope is the best light phaser available for any console, and retails at £79.99. We'll be bringing you a full review of the finished package in the couple of months.





▲ *A selection of blasting games from the Super NES Super Scope cartridge. Cool, eh?*



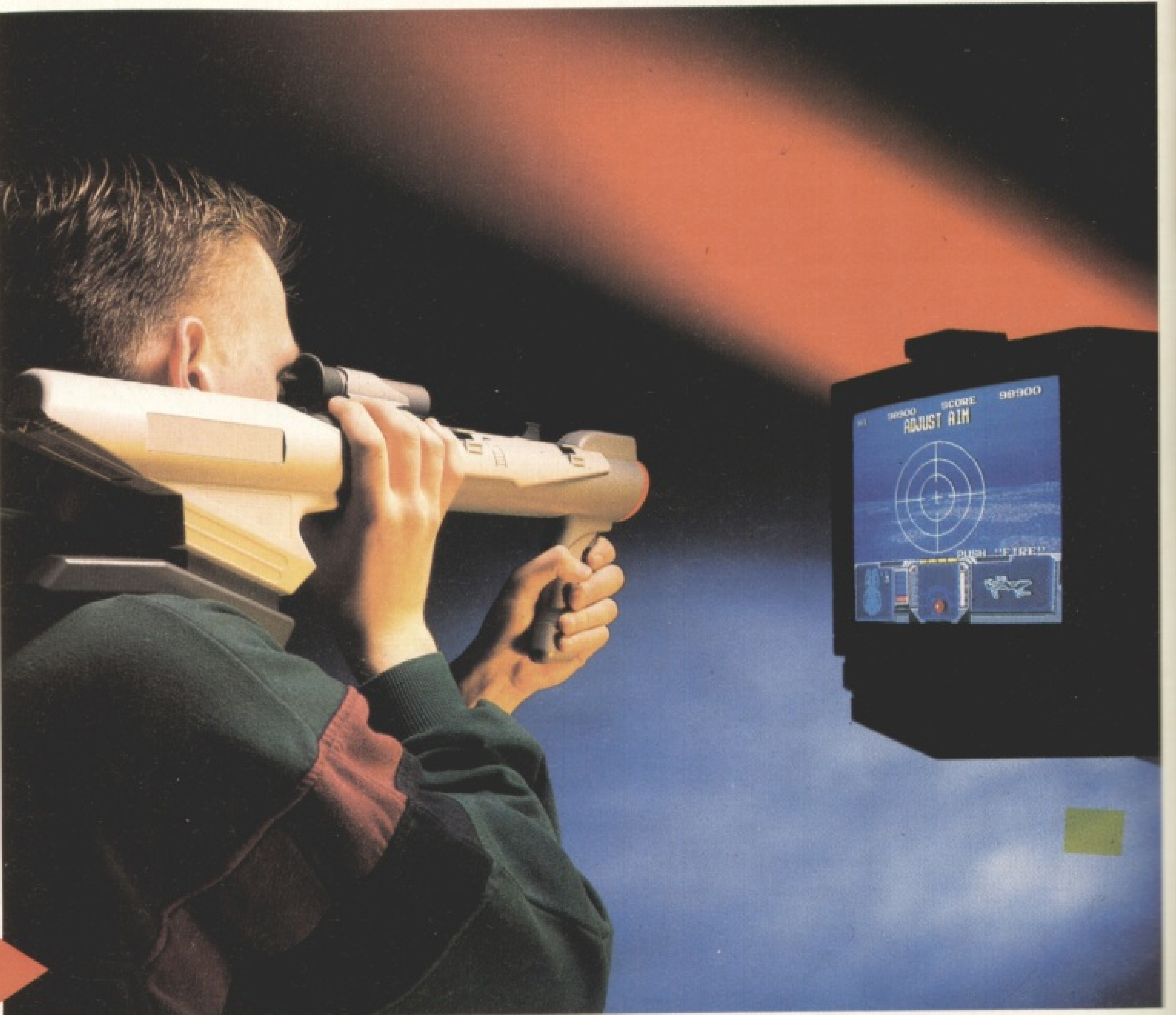


SUPER NES 8-BIT ADAPTOR

An American company, Innovation, are planning to release a fab new adaptor for the Super NES. The Super-8 Converter, as it's known, enables SNES owners to run the full range of 8-bit NES software. Sounds exciting, eh? Well, unfortunately there are very few details at the moment, but it is thought that the adaptor will be out in America during the summer. Hopefully they'll go on to make a UK version - if they do we'll let you know.

SEGA MEGA-CD SYSTEM DELAYED

Sega's autumn 1992 release date for their Mega-CD system has been put back owing to the severe lack of quality games available for the system. No new concrete release date has been settled upon, but it is thought that the system will be released simultaneously with the Wondermega console in November this year.



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ACE SUPER NES COMBAT ACTION!

Super NES Street Fighter II fans who can't wait for the conversion of their fave coin-op could well be interested in Ranma Nibunnoichi (!!!), just released in Japan.

Boasting excellent Japanese characters with superb animation and amazing Jap soundtracks, this one-on-one beat 'em up features seven different characters, each with over ten moves. A two-player mode is also included for some superb martial arts action with a pal. As you can tell from the screenshots, this game looks right tasty and it plays almost as well.

We'll be reviewing this game in a forthcoming issue of MEAN MACHINES.



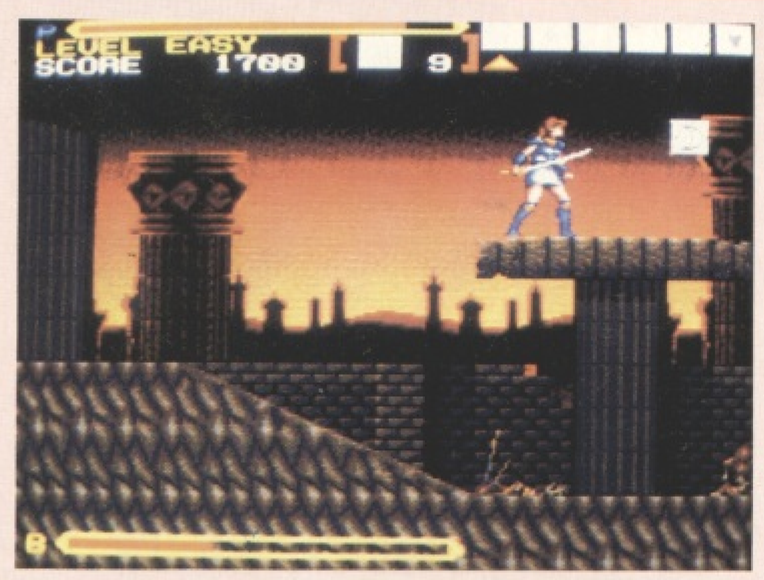












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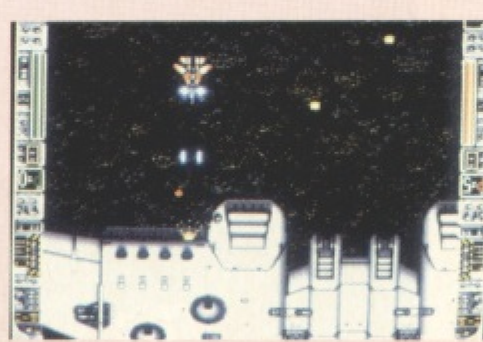
IMPORT ROUND-UP

Along with Ranma Nibunnoichi, there have been three other Japanese Super Famicom releases.

Rushing Beat is Jaleco's eagerly awaiting two-player Final Fight clone. Unfortunately, it is a very poor game indeed with jerky animation and unexciting gameplay. Strike Force Gunner is another simultaneous two-player product. It's a polished, but extremely dull vertical blaster that should be avoided. The third release we've seen is Super Valis. This is a technically polished platform game with plenty of sword slashing action, but isn't quite as good as Castlevania.

Look out for a future issue of MEAN MACHINES for the full low-down on these games.





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MEGADRIVE VER

BATTLE OF

For around twenty months, Sega's Megadrive has dominated the European 16-bit consoles market with no real opposition from rival console giants Nintendo. By the time you read this that situation will have altered with the official release of Nintendo's mighty Super NES. In this MEAN MACHINES special report, Richard Leadbetter compares the abilities and, more importantly, the games each machine offers.

CD EXPANSION

The advent of CD-ROM is an exciting prospect for Megadrive and Super NES owners. CD units endow their respective consoles with CD-quality sound and provide a massive amount of memory for games. These new machines also provide the console with an opportunity for upgrading their system with new custom chips.
Sega's Mega-CD is a potentially awesome device, which along with massive amounts of free memory and CD-quality sound also upgrades the Megadrive's graphics capabilities. Sprite scaling and rotation (as seen in arcade games like Afterburner, Outrun and Rad Mobile) is possible with this machine. Unfortunately, there is not one really decent Mega-CD in existence yet although there are many exciting products in development including Batman Returns and Home Alone.
The Nintendo CD system has only just been completed and it has yet to be shown to the press. However, 50 third party developers are producing games for it as we speak. Check out this month's News section for the latest, jam-hot info.

WHAT YOU GET FOR YOUR CASH

Although more expensive at £149.99, the Super NES is certainly the more impressive package. Two controllers are provided and a brilliant audio/video



THE MAIN PROCESSOR

No matter how many flash graphics and sound chips a console has, it can't do much without the Central Processing Unit (or CPU, as anorak-wearing techno-boffs like to call it). Generally, this bit of the console processes the game code and tells the rest of the machine what to do.
Owners of the Super NES may notice that some games slow down when there's plenty of on-screen action. This is due to the fact that the Super NES' 65816 processor runs at around 3 MHz - less than half the speed of the Megadrive's 7 MHz turbo nutter chip.
The Megadrive has a fine 16-bit 68000, quite similar to the Amiga processor, meaning that all manner of games from shoot 'em ups to vector graphic flight sims are possible. So, in this department, the Sega machine definitely comes out tops.

GRAPHICS

The Super NES is graphically more impressive than the Megadrive. The Sega machine has excellent abilities, displaying 64 colours at once out of a palette of 512 and handling up to 80 sprites on-screen at once.
However, the Super NES displays a maximum of 256 colours on-screen at once from a massive total of 32,768. A total of 128 sprites are available. Super NES screens contain more pixels than Megadrive ones, giving programmers the potential for more detailed and colourful backdrops and sprites. Custom chips enable the Super NES to rotate and tilt backdrops and actually layer colours on top of one another.

RSUS SUPER NES

THE DECADE



adaptor enables you to connect the console to an ordinary telly, a SCART monitor and even to your hi-fi! The console is bundled with perhaps the greatest video game ever created, Super Mario Bros IV - rated at 98% in MEAN MACHINES.

The Megadrive package is cheaper at £129.99, but at present only comes with one controller (another one sets you back £14.99). Sega say that a double controller package will appear very soon at no extra cost, so when you buy your Megadrive, look in the box and make sure you get two controllers. The machine can only be connected to your television via its RF lead. SCART and hi-fi leads cost extra (£7.99 and around £5.00 respectively). On the brighter side, the system is bundled with a great game - Sonic the Hedgehog, which received 92% in this very mag.



THE GAMES

At the end of the day, it doesn't really mean anything if one console is superior to another in terms of graphics and sound. As any true gamesplayer knows, it's the games and the quality of the gameplay that is all-important. The following sections compare the best examples of gaming genres from each system. Before we go any further, one thing that must be said is that generally, Megadrive games cost between £30.00 and £40.00, which is a fair price. Super NES titles will start from £45.00 - which is too much. We think they should cost the same as Megadrive games.

SOUND

A game just isn't the same without atmospheric and appropriate sound effects and music. Both consoles are capable of some amazing aural delights through the use of synthesized FM (Frequency Modulation if you must know) sounds or samples.

The Megadrive has a six-channel sound chip. All six channels can be used for FM sounds, but only one channel can play samples. Apparently, the machine also has an built-in Master System sound chip (only really utilised by the Power Base Converter) that programmers can use in tandem with the Megadrive chip if they really want to.

There are eight stereo channels available for use on the Super NES, all of them capable of using samples or synthesizing sounds like the Megadrive. The console even compacts samples to save memory.

Basically, the bottom line is that the Super NES has the potential for far better sound than the Megadrive.

BACKWARDS COMPATIBILITY

The Megadrive is compatible with Master System software - as long as you're prepared to spend £30.00 on a Powerbase Convertor (only £20.00 less than a real Master System). Once stuck on top of your machine you can play any Master System game you wish (if you really want to).

At present the Super NES hasn't got backward compatibility with the NES, but Innovation are currently working on a Powerbase-type equivalent which will be released later on this year and will let you play 8-bit Nintendo games on the Super NES.

MEGADRIVE VERSUS SUPER NES

BATTLE OF THE DECADE

PLATFORM GAMES

This is perhaps the most hotly contested category of them all, witnessing the epic battle between Super Mario IV (Super NES) and Sonic the Hedgehog (Megadrive). There's no doubting the quality of either. Both have excellent graphics and sound, but of the two Mario has superior playability and a much stiffer challenge.

The Megadrive boasts EA's superb Robocod, definitely the greatest platform game on the system with amazing graphics and a difficult challenge. Another platform stunner is Castle of Illusion, starring Mickey Mouse. Superb graphics and compulsive gameplay make this an instant Megadrive smash (even though it is a bit on the easy side). More lastable is the superlative Revenge of Shinobi, packing loads of platform levels and compulsive ninja-based action. The Super NES is exceptionally well-catered for with games like Konami's Super Castlevania and Capcom's completely astounding Super Ghouls 'n' Ghosts.

Comparing all of these games side-by-side, the Super NES emerges as the victor in the quality stakes (especially with the unbeatable Mario IV), but the Megadrive has far more decent games of the genre on offer.

SHOOT 'EM UPS

As far as sheer quantity goes, the Megadrive is the clear winner in the shoot 'em up department, but for some strange reason, Megadrive shooters are much of a muchness

There are only really three essential blasts for the Megadrive, namely Hellfire, Gynoug and Desert Strike. The former two are horizontally scrolling shoot 'em ups, with the usual plethora of end-of-level bosses and power-up weaponry. These two stand out from the crowd because of their superior playability and challenge. Desert Strike is the greatest shoot 'em up on the Megadrive owing to its high difficulty level and highly addictive gameplay.

Once again, the Super NES has some truly amazing titles. Acclaim's Smash TV (reviewed this issue) is an arcade-perfect rendition of one of the most violent coin-ops in history. Superlative graphics, sound, gameplay and atmosphere are the order of the day here. UN Squadron is another spot-on conversion adapted from the excellent Capcom coin-op. Contra IV is another Konami classic, featuring THE most amazing graphics and gameplay yet devised for a home console! Super R-Type and the forthcoming Axlay are also worth a mention.

At the end of the day, the Super NES has the more exciting blasters.

SPORTS SIMULATIONS

There's no doubt about it, thanks to Electronic Arts, the Megadrive is by far and away the best console for sports simulations.

John Madden Football '92 stands alone as the greatest American Football game ever devised. The amount of features coupled with superb graphics and unsurpassed gameplay make this a classic. From the same programmers, EA Hockey is the best Ice Hockey game ever. It's a fast and furious sports simulation second to none in the action stakes. Once again, it's Electronic Arts who grace the Megadrive with the best golf game ever. PGA Tour Golf is almost perfect rating a massive 93% in MEAN MACHINES.

The Super NES isn't so well off in the sporting arena. Only Super Tennis comes anywhere the brilliance of the Megadrive EA games, with its cute graphics and almost perfect playability. The only other real contender is Acclaim's WWF Wrestlemania. This has everything a WWF fan could ask for, but it's a bit easy and there's one move in two-player mode that completely annihilates the opposition whatever they try. Apparently, Acclaim hope to sort this out in time for the official UK release. It should be said, though, that EA are soon to be turning their sports talents to the Super NES - expect to see Bulls Vs Lakers and PGA Tour Golf coming to the machine very soon.

DRIVING GAMES

If the idea of zooming around race tracks or roads is your thang, both the Super NES and Megadrive have some great games to offer. The Super NES has three fine racing games. F-Zero is a graphically stunning, fast, playable game with some truly amazing visuals that the Megadrive is incapable of matching. F1 Exhaust Heat (reviewed last issue) is similarly impressive, but with a greater depth of play. A forthcoming treat is Gremlin Graphics' Top Racer (or Top Gear as its known in America). This is an enhanced version of the classic Amiga Lotus game with superlative simultaneous two-player action.

The Megadrive has its share of great road racers too. Perhaps the greatest is Electronic Arts' Road Rash - a highly addictive mixture of biking and beat 'em up action, with five tough levels and a choice of powerful bikes. Super Monaco GP is getting on a bit now, but it's still as playable as ever, with an excellent world circuit option. The future looks rosy too with Super Monaco GP II, officially endorsed by Ayrton Senna. This promises to improve the graphics and sound of the original and add in more constructor's options like F1 Exhaust Heat.

BEAT 'EM UPS

Beat 'em ups are one of the most popular types of game and both consoles have their fair share of excellent examples.

The Megadrive has some great games in the form of Budokan, Fighting Masters and Golden Axe, but the really big game is Streets of Rage - a fab one or two-player scrolling beat 'em up with fab music. Super NES owners only have one decent beat 'em up available at the moment. Final Fight is a great conversion of one of the most popular coin-ops which boasts better fist action than Streets of Rage but lacks the two-player mode. Available from importers in June, Street Fighter II looks like being a truly amazing conversion of the greatest beat 'em up ever.

At the moment, the Megadrive is ahead in the beat 'em up department simply because of the quantity of decent games available - but Street Fighter II should help address the balance.

THE VERDICT

Basically, because it is the newer machine with more up-to-date technology, Nintendo's Super NES console is technically superior to the Megadrive and is capable of producing better graphics and sound.

On the games side the Megadrive is the winner on the day. In comparison there are far fewer Super NES titles worth buying than Megadrive ones, since the Sega machine is older and, obviously, has a far larger catalogue of software.

The future of both consoles is looking very rosy indeed, with plenty of utterly brilliant games coming out and CD technology becoming available by the end of the year. It's very tricky to pick a winner in this category - both are just as good as each other.

So it comes down to the bottom line: which one should you get? Well, they're both superb machines and both have plenty of excellent games. If you want the most technically advanced console, the Super NES is the one for you. If you want a machine with the largest and most comprehensive range of software available to buy immediately, obviously the Megadrive is the right choice.

Our advice is to look at the games that are and will be available for both machines. See which ones you want to play the most and buy that machine - it's as simple as that.

MEAN YOB!

"If it's oversized trousers you want," said Ronnie to Wensleydale, "you'd better cut up that Weetabix box and make it into a hat. Then you can brave the high winds and go to Wrexham to visit Henry's Haberdasher, purveyor of the larger trouser for the discerning gentleman. It's next door to Bright's Electrical Emporium, itself a holy grail searched for by humourless, moronic baboons with no sense of irony and satire". "But Ronnie you baboon," said Wensleydale "My waist makes Mandy Smith look like Bernard Manning after a blowout - a pair of flake wrappers with holes cut in the bottom will see me fine." Meanwhile in another part of the world, YOB was opening more of your letters for fun, frolics and strange personal gratification. If you're got something to say, or have pics, jokes or whatever, send them in to: THERE'S NOTHING LIKE A GOOD SHAG ON A DEEP PILE CARPET MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

TOO MUCH

Dear YOB,
Nintendo cannot be serious about the prices of their games for the NES. Who in their right mind would pay £40-£50 for an 8-bit game? I own a Megadrive and have played many NES games. Although most games match and sometimes better the Megadrive in the playability and depth department, for about £10 less you get a 16-bit game with much better graphics and sound. Judging by the price differences between Japanese and UK games for the Megadrive when the Super NES is released over here the games could be between £50 and £60. Maybe the games are much better than most other console attempts but Nintendo cannot hope to sell many at those prices.

Graeme Blenkinsopp, Bishop Auckland, Co Durham

YOB: I agree with you about the price of 8-bit games. It's an outrage to expect people to pay £50.00 for a game cartridge. Games should cost about £30.00 for an 8-bit game and between £35 and £40 for a 16-bit game. In Japan and the States they pay less than that - so why shouldn't we?



▲ *Console confrontation from the unnamed artist*

ADVERSE REACTION

Dear YOB,
I have written in about that smeghead M Wilson who reckons that he and his Sega are better than the Super NES. How prattish can you get? For a start Mario games aren't the same. Okay, they're the same sort of idea, but in other ways they are totally different. The power ups are definitely different and the Marios aren't the same all the way through (unlike Sonic). Plus the Marios aren't completed on someone's first go. I, as well as five friends, finished Sonic on our first go! I bet you haven't even played any Mario games you sad pile of bull crap, and if you have I bet you couldn't get anywhere, that is if you could figure out how to

plug in the controller and which way it was supposed to be held! Both Sega and Nintendo are the best but you are an insult to both of these fab consoles. Does the M in your name stand for moron?
Scott James, High Wycombe, Bucks
YOB: O-o-o-o-o-o-o-h. You're a feisty one and no mistake. Have you a problem with high blood pressure? Or have you just eaten something containing loads of E numbers?

A NINTENDO NOB-HEAD

Dear Mean YOB,
Back in issue 17 a boy wrote in asking which had the best graphics and sound out of the Master system and Nintendo, and Jazza answered NES for sound, Master system for graphics well as far as I'm concerned he can go and stick his head in a bucket of cack because the only good thing about a Master System is that they are extra asorbent for wipeing your ass on. And any one who has a crap Master System must have brain damige bad eye sieat and must be def. The Master System has won stupid crap thing on the eath ever sysins it has been out? The Nintendo graphics beet the Master System graphics even when the Nintendo is turnd off.
Kevin Read, Grays, Essex
YOB: Gosh, you're illiterate as well as stupid. I really don't know what's wrong this month. Everyone's really uptight. Can we have some decent letters next month please, rather than this sort of mindless, pathetic drivel.

CARTRIDGE COLLAPSE

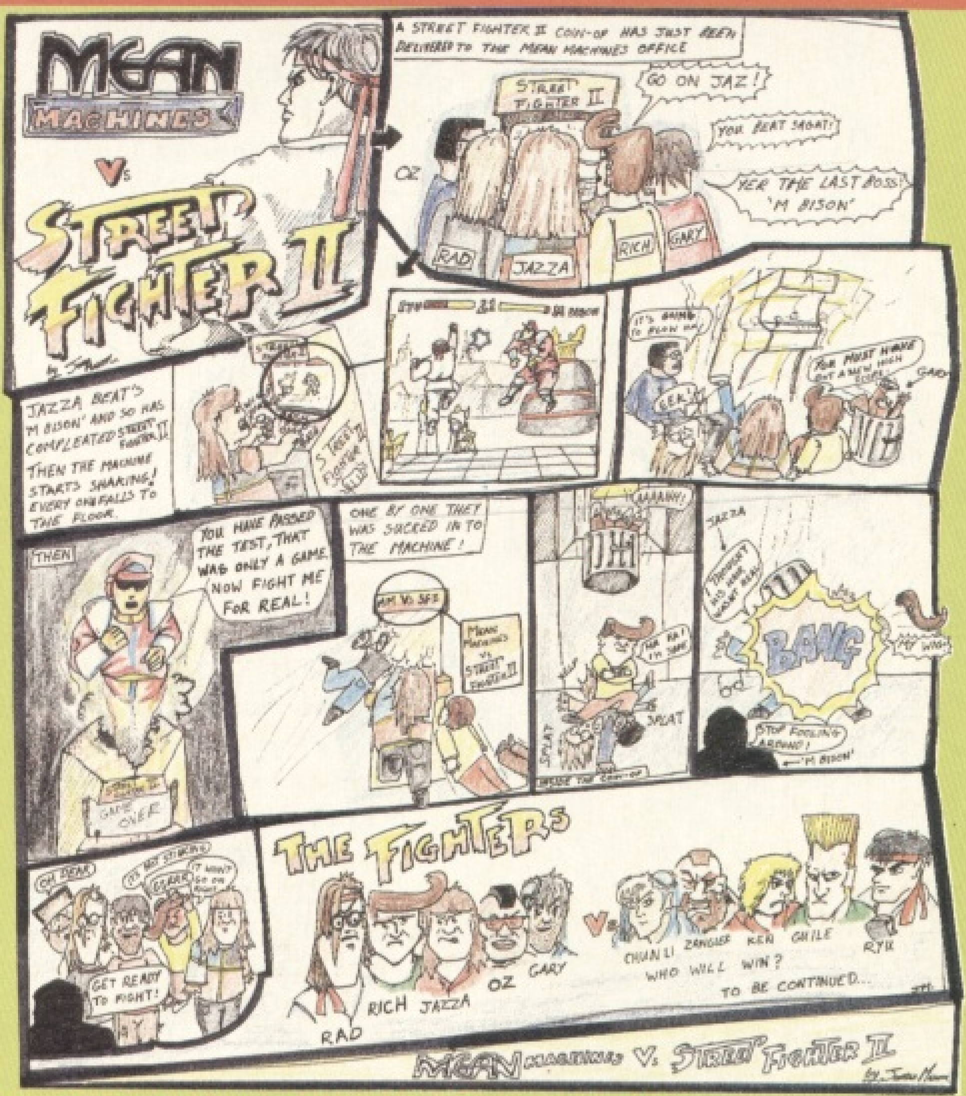
Dear YOB
I recently bought EA Hockey for my Megadrive. It's a brilliant game and I advise anyone to get it, but two days after I got the game it started to fall apart. I took it back to the shop (Telegames) and the fat Jabba behind the counter said I did it because there's a stretch mark on it and the screws are loose and the best he could do was glue it back together, so what should I do? Let him glue it back together, write and complain demanding my rights, brick his windows or murder the fat git?
Marlowe Morgan, Thercaston, Leics
YOB: Depends. If you took good care of the cartridge and it's a genuine fault, you should by rights get a new one. If you stepped on it or something and the fault is down to you not looking after the game properly, you should bare your ass to the shopkeeper so he can give it a good kicking.

RUN ALONG, CHILD

Dear YOB,
I am a six year old Nintendo gamesplayer. I love playing Super Marioland but the only problem is my 14 year old brother called Tony. Because it's his Gameboy he says "Come on it's my Gameboy not yours" then chucks me off. Please, please tell him where to go.
Haley Moore, oh dear no address again
YOB: You 'orrible little moaner. Get your own Gameboy and let Tony play with his, and don't come running to me again unless you want a thick ear.



▲ *More Sonic action from Kenneth Park of Alford, Aberdeenshire.*



▲ *Skill piccery-pokery from James Mason from Streatham Vale, SW16.*

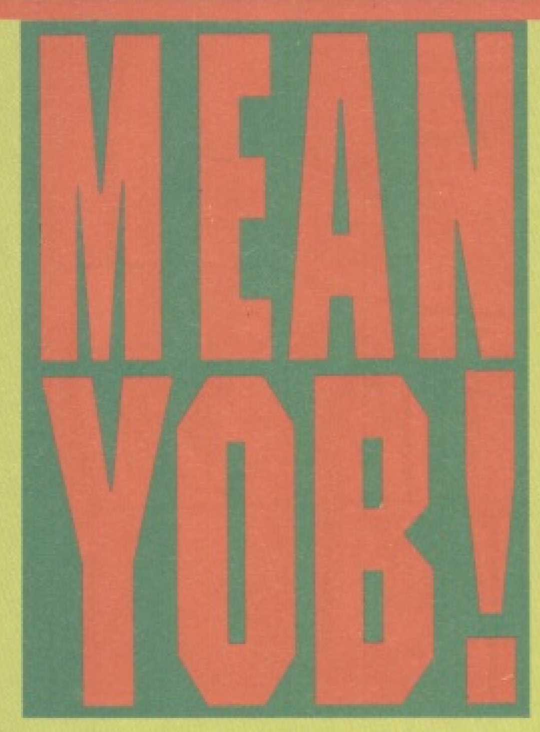
A COMPLETE PRAT WRITES

Dear YOB,
Recently, after flipping through your magazine, I noticed an advert for the Super NES and, lo and behold, there at the bottom was the release date 6th June. This will set the record straight I thought, however, 'twas not to be. Some thicko, someone as stupid as a one-celled organism living in the anus of the person proclaimed Mr Stupid 1970 to 1992; someone so brain dead they make Pat Sharpe look like a genius, someone known only as YOB, managed to get it wrong.

In the same issue as the advertisement clearly stating the release date was printed, you tell S Trivedi the Super NES will be released March/April time. Thick or what?
Conrad Montiley (or something like that. Mr Handwriting), Reading, Berks
YOB: Who indeed is wrong? As the Super NES is already on sale and has been since a week before Easter. I can only say it is you, you festering, vomit-ridden, pin-headed, scabrous, bed-wetting, imbecilic, donkey-loving, bicycle seat sniffing waste of human space.

WHERE ARE THE GIRLIES?

Dear YOB,
Whilst perusing some old MEAN MACHINES the other day I noticed the fact that you do not print many girls' letters in your Mean YOB section. Is it that you are fearful of the opposite sex? Afraid of being knocked off your oh-so-high horse? Perhaps it is that you're afraid that your chauvinistic pride could be somewhat dented. I think your readers should be told.
M Jans, Newton Abbott, Devon
YOB: No, it's just that I don't get many letters from girls. They're obviously far too lazy to write in...



OH DEAR, OH DEAR

Dear YOB,
I don't know why everyone thinks so much of the Super NES.

1. The price of the games are ridiculously high for what they are.

2. The games offer no originality or hardware-stressing utilities that the Megadrive can't handle, eg Streets of Rage and Final Fight; Immortal and Actraiser etc.

3. Just because the SNES has better sound and graphics chips, etc, it doesn't make it the best machine available. Those extra graphics and sound are worth squat if the games are a real pigs ear to play.

4. There are hundreds of new Megadrive games appearing which certainly give the SNES a run for its money, eg Desert Strike, EA Hockey, John Madden's '92.

5. Why do you lot at MM always compare SNES games with MD games, eg "This cartridge boasts a massive 16-megabit game capacity (the biggest Megadrive game is only 12-megabits)" Why? I reckon that it's because you're biased towards Nintendo, or because they gave you lots of money to be biased towards it.

I just thought I'd boost the morale of SNES-worrying Megadrive owners.
Ben Culverhouse, Bristol
YOB: Oh get stuffed you stupid nit. It's pathetic, insignificant little twerps like you who really cheese me off. You're so far up your own backside that you can't see straight. If you had one micron of sense you'd see that we're not at all biased towards any machine - read the Megadrive Vs Super NES feature for proof. Why can't you just enjoy gaming and stop treating it like some sort of strange religion?



The mysterious Ben is behind this monty pic.

OH DEAR

Dear YOB,
Many things have come into my mind about the Megadrive and Super NES and they are beginning to bug me. The Super NES is a 16-bit machine, correct? Well so is the Megadrive, which I own. How come the games are more superior on Super NES than Megadrive? Is it down to more work into the game? Well, from what I have seen of some Megadrive games, they are not up to what the machine is said to do. It boasts coin-op quality games with superior sound and graphics to other 16-bit consoles. All of this, at the moment, is bull, some of the games I have played or seen are crap and would expect to come from an 8-bit console (no disrespect to them of course). In a nutshell, Sega had better liven up their attitudes towards the Megadrive games or there will be one less Megadrive owner in the world and one more SNES owner.
M Carver, Aberdeen, Scotland
YOB: It must either be the weather or the general election 'cos people are really miserable this month. I think you're being a bit too negative. The only problem I have with Megadrive games, especially arcade conversions, is that generally they're far too easy. Super NES games tend to be a lot tougher.



Fab montage antics from Oliver Jeavons here.

BARNEY!

Dear YOB,
This letter concerns two spazmos whose names are "Two Very Flipped Off People Who Are Two Of Many Who Hate Gameboys Who Have Highscores For The Lynx" (their names reflect their IQs) who have got a serious attitude problem towards Gameboys. Another Lynx owner called Craig McDougall (his letter was published in issue three of the amateurish magazine TOTAL) ended up with a flat nose after he made fun of my Gameboy; so if you want to take this argument further you know where I am.

LYNX'S ARE CRA-A-A-AP.
Graham MacDonald, Evanton, Rosshire
YOB: Fight! Fight! Fight!

SUICIDAL LUIGI

Dear YOB,
My name is Luigi, you might have heard of me I'm the brother of that *!?@!! Mario. I mean why aren't there games called Super Luigi Brothers and why is Mario touring Japan and getting loads of dosh from Nintendo? And there's another thing, Nintendo were going to give me a game of my own until Mario stepped in and took the part. The *!?@!!, I'm near to suicide. Please print this after I've killed myself (which is now). Oh woe is me! The world has lost a great plumber in me.
GOODBYE! Bang!
Luigi, Killygordon, Co Donegal, Eire
YOB: Yes, it is rather sad isn't it. Forever in the shadow of his brother Mario. Perhaps one day Luigi will kill his brother off in a fit of jealousy and we'll have a new game - Super Mario Brother: Escape from the Murder Squad where you play Luigi and have to skip the country and flee to Brazil before you're arrested.


THE BATTLE
FOR TOMORROW
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NINTENDO ENTERTAINMENT SYSTEM
T2
TERMINATOR 2
JUDGMENT DAY
Nintendo
GAME BOY
TERMINATOR™ 2
JUDGMENT DAY
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and Game Boy®.
"Hasta la vista, Baby!"
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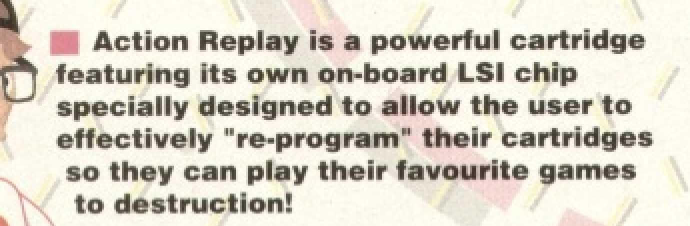
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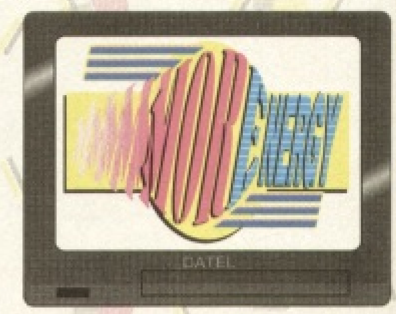
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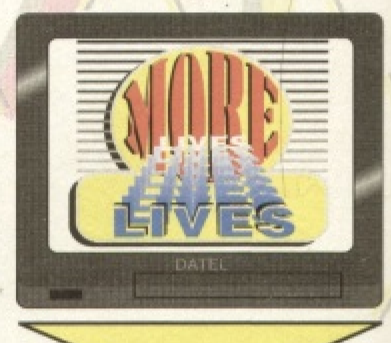
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MORE ABOUT GAMESMASTER

Dear YOB,
Did you know that all games players wear bright tops and jeans? And that games playing is a fashion? Well that's what Dominik (Gamesmaster) Diamond seems to think, according to a newspaper interview. I'm happy that there's a computer games show on TV (finally), but does it have to be so badly done?

After the tragic Micro Live and Saturday morning kids shows (who spent half their time explaining what a computer is), I thought we were actually going to get a decent programme.

Wrong - very, very wrong. I'd hoped for an experience that combined the best elements of computer and console magazines - but what we were given was a poor excuse for entertainment.

Yes, it's good seeing games "in action", but Dominik's constant "Ooo's" at everything and even more constant references to "joystick - nudge, nudge - waggling" is so stupid, making him an even bigger joystick head than he already is.

In the time it takes for all three challenges we could have had about ten decent reviews and a machine report - why not just have one "show stopping" challenge?

Everyone I know who's seen it thinks the same as I do - drop Dom and let Jazza take over - at least he'd know what he was talking about. Just because there's a demand it doesn't mean we can be given anything.

Mark Wickson, Witney, Oxon

YOB: Jazza agrees with you completely - there's a surprise - but you do have a point. There's a lot you can do with the Gamesmaster show. Work is soon to begin on the second series - hopefully it'll fully realise its potential and we'll get a really good games show.

IT'S ALL YOUR FAULT

Dear YOB,
I am totally and utterly sick to death, fed up, raging mad (get the drift).

I like the Mean YOB section and think it's great but there is one topic that has gone too far (far too far). Let me quote you "My mate says the Megadrive is better than the Super NES" or "The Super NES is better than the Sega Mega-CD" so on and so on. I myself own a Megadrive and will be getting a CD-ROM when they come out but I also think the Super NES is a great piece of kit. Let's put it this way: if you had a Megadrive and you were given a Super NES would you still say it was rubbish? No I hear you say. Well, what it boils down to is the green eyed monster coming out. So stop moaning and get playing, after all today's consoles are all great machines.

M Armitage, Halifax, W Yorks

YOB: Yup.

WWF - ON SEGA?

Dear YOB,
I am writing for two reasons.

1. I wish to congratulate you on the brilliant preview of WWF on the Super NES.

2. But there is one problem. I don't own a SNES and don't intend to. In fact I have a Megadrive and was wondering if anything has been heard of a decent WWF game on the little black magic machine. If not, why? Surely the people who make the games would make one to do with WWF wrestling as at the moment the Megadrive is very popular and WWF is all the rage. They would make thousands of sales, and after the rather disappointing Wrestle Wars anything half decent would be an improvement. I am sure plenty of people out there feel the same way as I do, and I hope that you would take my letter into consideration.

James Cartwright, Chapstow, Gwent

YOB: But WWF IS coming out on the Megadrive...

WHAT A WIT

Dear YOB,
A friend of mine, Frank Hoare, thinks that your mag is totally crap, please print this letter and tell him what you think of him. He said the reviews are rubbish and the remarks you say about people are crap. He thinks his pet rabbit could beat you in an arm wrestle. Please tell him that he is wrong.

Mr West, Runcorn, Cheshire

YOB: Well, he's obviously the son of a Hoare, so I don't think I need say anything else.

MYSTIC YOB

When it comes to jiggery-pokery of the necroscopic variety, our YOB is second to none. See now as he tunes in to the wavelengths of those passed away to deliver messages from the other side to unfortunate letter-writers whose efforts never quite made the YOB pages.

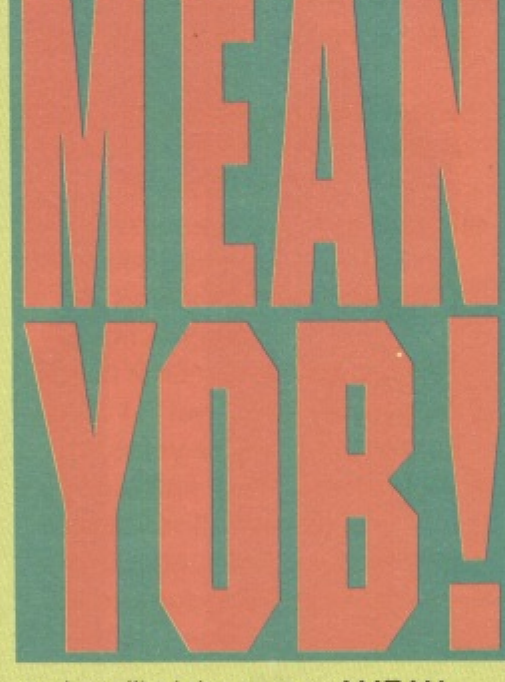
Philip R Harrison of Wellingborough, Northants: Isn't it about time you were thinking of getting a life?

David Gregory, Kirkham, Lancs: So-oo-ory! We don't read those scripts out y'know.

Quasar of Goffs Oak, Herts: You sad over-illusioned pretender. And stop ripping off old Marvel comics.

Stuart Carrott-Lane of Newport, Isle of Black: You cheeky young scamp! You'll get no free publicity for your rancid shop from us, especially with a feeble offer like that; and we're not even selling one!

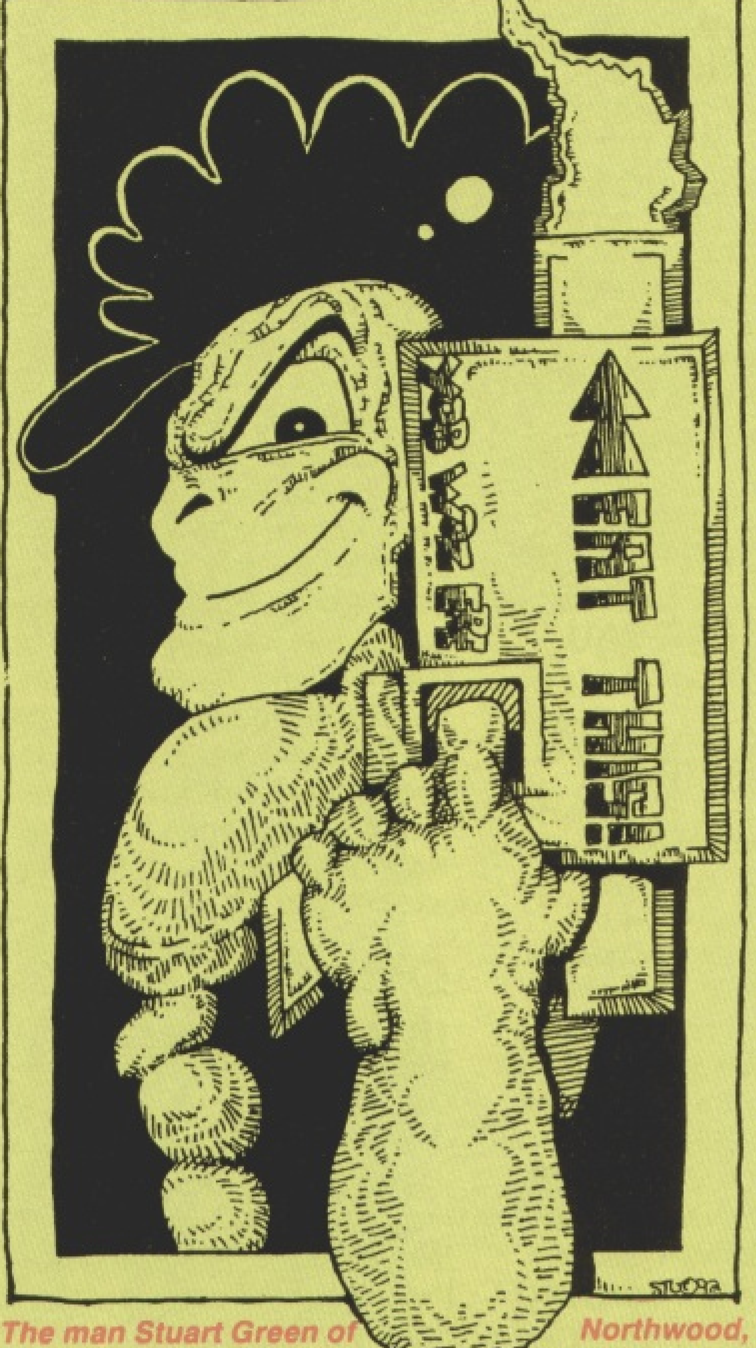
Daniel McMullan of Cushendall, Co Antrim: Your feeble "poetry" truly sullied the name of MEAN MACHINES, thou talentless oik.



David Williams, Elm Park, Essex: Yes, we are rather fab, aren't we?

Paul Biyton of Lewisham, London: It is in fact quite difficult to think of someone less fortunate than you Mr Beaky Pizza-Face.

Tony Jordan of Enfield, Middx: Your tennis coach is a shambling, pinheaded, lying moron.



The man Stuart Green of Northwood, Middx, returns!

REMEMBER THAT IT HELPS US IF YOU USE STRONG, BOLD COLOURS ON YOUR ARTWORK.



With his special answering trousers flapping in the breeze, Jazza strides purposefully over the giant bulging mailbags with one intent - to provide the answers to your questions. If you've got something, anything, to ask, write in to: AAAGGGH NO ANDREW WRIGHT'S COMING UP THE STAIRS AND I'VE GOT TO FINISH THIS PARAGRAPH BEFORE HE ARRIVES Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Coo! I did too.

FOR MASH GET SMASH

Dear Jazza,
I would be very grateful if you could answer these questions for me:

1. I own an Amiga and a Megadrive and I am hoping to get a monitor soon. Will a Commodore monitor work on a Megadrive?

2. Will an British Megadrive work on a monitor with just a SCART lead as I have heard you have to get your Megadrive converted for about £30?

3. If I get a monitor I might get a SCART Super NES. Will This work with the Commodore monitor?

4. Which monitor would you recommend; the Commodore 1084S or the Philips 8833 MkII?

5. I really want to get this matter cleared up, as it's concerning my fave arcade game. Now that Streetfighter 2 is coming out on the Super NES, will it ever see the light of day on the Megadrive or Mega-CD?

Jasper Abbott, South Molton, North Devon

JAZ: 1. Yes, but you'll need to get either an RGB or SCART cable, depending on which Commodore monitor you have. 2. Just buy a Megadrive SCART lead - it costs only £7.00. 3. As long as it has a SCART socket. 4. They're both excellent. 5. It seems that Streetfighter II will only ever appear on the Super NES - if the situation changes we'll fill you in.

DON'T DIE OF IGNORANCE

Dear Jazza,
One day I went to Glasgow to get a Sega game, I went to one of the arcades there and I played my favourite game, Streetfighter 2, then I saw another game called Fatal Fury by SNK. It looked like a copy of Streetfighter 2 with characters, bonus stages and graphics similar to the ones in Streetfighter 2. So did SNK copy Capcom or did Capcom copy SNK?

Michael Devlin, Paisley, Scotland

JAZ: Fatal Fury came out after Streetfighter II. An interesting rumour is that Fatal Fury was actually programmed by some of the people who worked on Streetfighter II.

GET IT EVERY DAY

Dear Jaz,
At the front of this amazing mag in the Special Reserve page in the Megadrive section there are some joystick extras, and one of them is called the Competition Pro Star joystick. And on the 7th of March on a Saturday I went into Megabyte computer store and asked to see the Competition Pro Star joystick and when I saw it it only had two buttons. Please could you tell me how a two button joystick can work on a Megadrive?

Richard Clarke, Derbyshire

JAZ: I haven't a clue, but it sounds a bit dodgy to me. Are you sure it was for a Megadrive?

TAKE EVERYTHING IN YOUR STRIDE

Dear Jaz,
I will soon be the proud owner of an Atari Lynx hand-held, but before I buy it please could you help me by answering my questions:

1. Tell me what you think of the following games - Xybots, Lemmings, Dracula, NFL Football, Pitfighter, Dirty Larry, STUN Runner?

2. Which Lynx do you like the look of best, I or II?

3. With the release soon of Alien 3 on the Game Gear, will it be appearing on the Lynx?

4. Is there an Alien-type blasting game you can think of? What's your best Lynx game?

John Fowler, Broxbourne, Herts

JAZ: 1. Ok, not a lot, dunno, alright, reasonable, dunno, quite good. 2. II. 3. Not that I know of. 4. Robotron's my fave Lynx game

GO TO WORK ON AN EGG

Hello Jazza!
I'm a very lonely Megadrive owner from Denmark! Nobody's buying consoles over here! Please excuse my English, but try answering my questions in Danish and you'll see how hard it is! Well...here we go:

1. I have played a lot of Nintendo, and I was wondering if there are any games on the Megadrive similar to Zelda I and II? Could you name a couple of



▲ *Phantasy Star III - top RPG style action.*



THAT'S LIVING

Dear Jaz,
My brother has Final Fight, Mario 4, Joe and Mac and some others. But what I want to know is... On the last level of Final Fight, where there is a man in a wheel chair an he is holding Haggar's daughter, how can you beat this brainless nut head? My brother has kicked



▲ More superlative RPG gaming in Sword of Vermillion!

good arcade adventure Megadrive games?

2. Which Megadrive game is the biggest (meg)?

3. Which ending sequence is the best you have seen on the Megadrive?

4. Is OutRun on the Megadrive any good?

Rasmus Christiansen, Frederiksvaerksgade, Denmark

JAZ: 1. Not really. Phantasy Star and Sword of Vermillion are about the best. 2. At the moment Star Control (12 meg). 3. Desert Strike - it's very satisfying! 4. No, it's crap.

THEY'RE MAGICALLY DELICIOUS

Dear Jaz,
You might think I'm a mad Scotsman but:

1. Is it possible any of the Mario games will be seen on any of the Sega systems?

2. Will Teenage Mutant Hero Turtles 1-4 all be seen on the Super NES?

3. Which in your opinion is the best console - Super NES or the Sega Mega-CD?

4. Will any of the John Madden footy games be seen on Nintendo?

Mad Scotsman, Fife

JAZ: 1. Don't be a stupid mad Scotsman. 2. Only Teengage Mutant Ninja Turtles Turtles IV: Turtles in Time will appear on the Super NES, you sad unfashionable mad Scotsman. 3. The Mega-CD isn't a console, it's an add-on you pea-brained mad Scotsman. 4. I'm afraid you're going to be a disappointed mad Scotsman here - no.

off one of his wheels, so what do you do next?

Alonna S Walsh, Lackofaddresshire

JAZ: I can't underţand what you're on about. You slap the wheelchair man about a bit and he gets up - mysteriously cured of his malady - and starts to attack. Just kick him enough to put him back into a wheelchair and you'll complete the game.



THINK ONCE, THINK TWICE, THINK BIKE

Dear Jaz,

1. In the WWF Super Wrestlemania preview in issue 18 it is stated that 10 wrestlers have been included in the SNES game. Nine of these are accounted for by profiles within the preview, is the tenth wrestler the Million Dollar Man? If so, does this mean the Ultimate Warrior has not made it into the game?

2. If the Super NES conversion of Streetfighter II is a 16-meg cartridge, why didn't Capcom use 16-meg for Final Fight? It was an 8-meg cartridge. If they had given it a much larger memory capacity surely they could have had all three characters, all six levels and most importantly the two-player option? They must be mad!

A Warn, Cambridgeshire

JAZ: 1. Million Dollar Man was missing because Gary couldn't fit him onto the page - doh! 2. Because at the time of programming 16-meg cartridges hadn't been invented.

LOVES DRIVING: HATES GARAGES

Dear Jazza,
Here are a couple of questions about the great Super NES and the average Megadrive, hope you can answer them.

1. When Streetfighter II is released in the UK will there be any special six button joypads or joysticks released as well?

2. How close to the arcade is Streetfighter II?

3. Will the price of the Megadrive CD-ROM be lowered in the future?

4. Is the Megadrive Arcade Power Stick a good purchase?

5. On the back of the Jap Megadrive box there is a picture of a modem, will it be released in the UK?

Roy Smith, Fulham, London

JAZ: 1. Possibly. 2. Very. 3. It hasn't even been released yet and you're asking about price cuts. Some people... 4. Only if you're a joypad baboon. 5. No.

PUT A TIGER IN YOUR TANK

Dear Jazza,
I own a Megadrive and a Gameboy. Pleeeeaase answer my question. I've got an Amstrad CTM 644 colour monitor and what I'd like to know is if I bought a SCART lead, could I connect my Megadrive up to it? I desperately need to know the answer otherwise my Mum and Dad will kick me out onto the streets and make me sell horse cack for a living.

Richard Moule, Royston, Herts

JAZ: No you can't. Enjoy the rest of your life...

CHOICE OF A NEW GENERATION

Dear Jaz,
Please, as you are so clever, answer these questions:

1. Are the following any good on Gameboy - Nemesis, Ducktales, Prince of Persia and Battletoads?

2. In issue 18 you said Lemmings was coming out. Will it be the same as the Amiga? Is it any good?

3. Adverts in magazines spell Ducktales as Ducktails. What is the difference?

4. What are your five favourite Gameboy games?

5. Surely Rad's name isn't Radion Automatic?

Robin Smith, Wormley, Surrey

JAZ: 1. They're all very good. 2. Gameplay-wise, yes. 3. Some people can spell, some can't. 4. Choplifter II, Parodius, Centipede... that's about it for the moment. 5. Yes, it is.

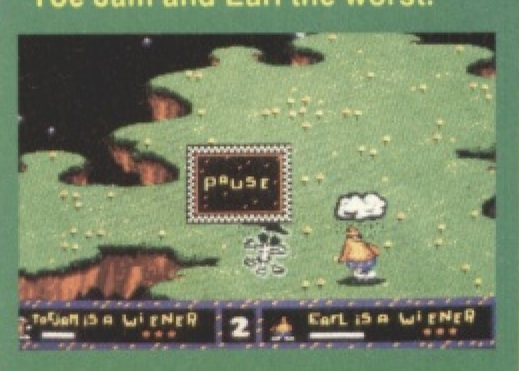


AAAH, BISTO

Dear Jazza,
I am on a limited budget and can only afford to buy a game every couple of months. Can you tell me about these Megadrive games in terms of graphics, playability and lastability: Wrestle Wars, Streets of Rage, Toe Jam and Earl.

Andrew Lally, Atherton, Lancs

JAZ: Streets of Rage is best, Toe Jam and Earl the worst.



A HAZELNUT IN EVERY BITE

Dear Jaz,
I have some questions, please answer them:

1. On the Game Gear (utterly brilliant as it is), which is the best shoot 'em up?

2. Is it worth buying a TV Tuner?

3. What are the games that pee you off?

Richard Stebbing, Sudbury, Suffolk

JAZ: 1. Fantasy Zone. 2. Depends on how much you want to watch telly. 3. Anything that fails to live up to its potential.



CAN'T BEAT THE FEELING

Dear Jaz,
Here's a few questions, please could you answer them?

1. In an American magazine called Electronic Gaming Monthly they were talking about an add-on that will speed your Famicom/Super NES along at a zippy 33MHz. If there is an add-on could you tell me where I could get one?

2. And how much will it cost?

Darren Dobson, Canterbury, Kent

JAZ: I think we're talking about the new Super Chip which is currently being developed. Basically, this amazing item will fit inside games cartridges and dramatically boost the capabilities of the machine. We'll be bringing you more information about this later on this year - it's going to be massive!

THE MINT WITH A HOLE

Yo Jazza,
I've only got two measly questions:

1. Will NES games be compatible with the Super NES.

2. Is the Simpsons coin-op ever to be seen on the NES or the Super NES?

Hope to see this letter in MEAN MACHINES soon.

Gavin Sterry, Sutton Coldfield, West Midlands

JAZ: And I've only got two measly answers: possibly and no.

HOW DO YOU DO IT?

Dear Jazza,
I would like to know if Sega are going to release any ice hockey games for the Sega Game Gear. I would also like to know if any basketball games for the Game Gear are out.

James Cherry, Wellington, Somerset

JAZ: I haven't heard of an ice hockey game yet, but a basketball one is definitely in the pipeline.

KILLS ALL KNOWN GERMS, DEAD

Dear Jazza,
I own a Japanese PAL Megadrive and no matter how hard I try I can't get my Megadrive to run through our video so I can record my favourite games. All I can get is the sound and the picture's all fuzzy. What can I do? Do I need an AV lead? If I do will it work because my aerial lead is permanent?

Paul Rouse, Bretton, Peterborough

JAZ: The video and Megadrive are interfering with one another. You need to de-tune your video to a lower or higher frequency. For more details read the video's instruction manual.

NEVER THE SAME BITE TWICE

Dear Jazza,
Please could you answer these questions on the Master System for me?

1. When is the release date set for Sonic 2 on the Master System?

2. Is there a chance of any EA games for the Master System?

3. If so can you give some release dates?

4. Are any countries in Europe ahead of us at getting games?

David Proudfoot, Luton, Bedfordshire

JAZ: 1. There isn't one as yet. 2. No. 3. No. 4. France occasionally - but only by a few weeks.



▲ *Devil Crash, the all-action pinball game, gets the thumbs up from Jaz.*



▲ *Also known as Magical Flying Hat Turbo Adventure... Decapattack!*

LET YOUR FINGERS DO THE WALKING

Yooohoooh Jaz,
First of all I would like to congratulate you with your BRILL mag, it's absolutely fantastic!! Secondly, could you please answer the following questions:

1. Is Devil Crash any good?

2. Is Decapattack any good?

3. Last month I was in the USA and all the big titles were already available there, why?

4. Has programming on Sonic 2 already begun?

5. In Holland we can't see Gamesmaster, what kind of programme is it?

6. What happened to Megadrive G-LoC and is Rad Mobile going to come out on the Megadrive or the Mega-CD?

7. Is it worth buying a Mega-CD, because I saw an advertisement selling PAL ones?

8. Are you also going to be a Mega-CD mag, because the first Mega CD games were only reviewed in CVG.

Michiel Aptroot, Holland

JAZ: 1. Yep. 2. Yep. 3. 'Cos they get released there first. 4. O-o-oh yes. And Sonic III. 5. A reasonably jolly one. 6. They're still in developement for the Megadrive. 7. Not until some decent games are released for it. 8. When the market's big enough, we'll do one.

TIPS

Here is the amazing MEAN MACHINES Tips Section, where you'll find loads of great tips, amazing codes and game solutions. If you reckon that fellow games players could benefit from your tips and maps, send 'em in to MEAN MACHINES TIPS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. REMEMBER! There's £150 worth of software for the sender of the month's best tips.

ROAD RASH

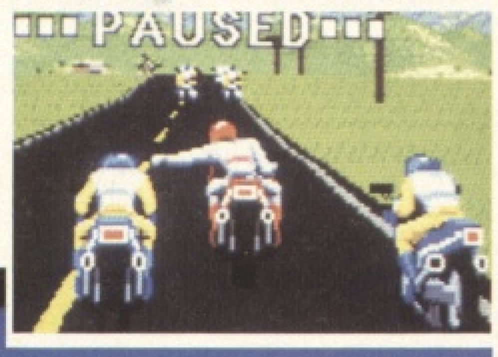
We've got millions of Road Rash codes on file now, but this fine effort from David Jeffrey of Glasgow is worth a mention. It starts you at level four, but gives you over $7,000,000 in your account!

34441 01MS0
NV8UC 3QJ8R

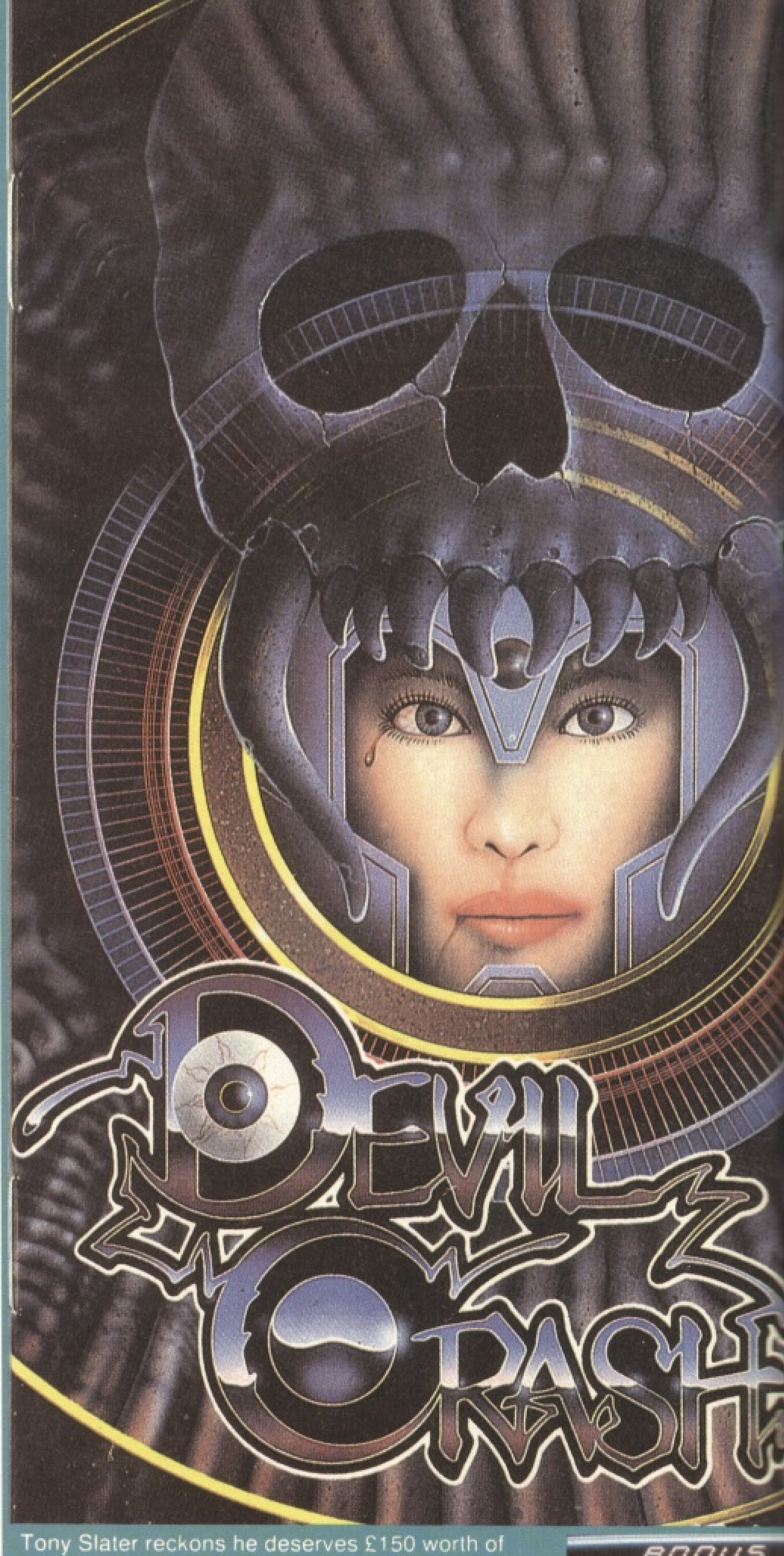
This code, on the other hand, puts you at level one, but you're in possession of the Diablo 1000 bike! Thanks to Rob Hinde from Cambridge for that.

011511 02881
001E0 1VJFS







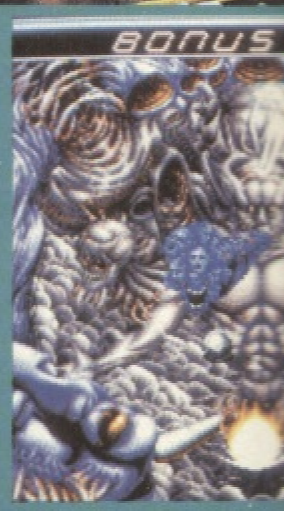


Tony Slater reckons he deserves £150 worth of software for this tip. We don't, but it's worth printing nonetheless.

Press the **START** button and select two players. Press **START** again and key in the following password. It gives 33 balls to each player and a starter score of 555.500!

98AM3M6THG2TCJ663XD8





The Amazing SPIDER-MAN

Michael Price from Southampton is a champion web-slinger as he's come up with a groovy cheat for this mega game It enables you to skip most of the warehouse level and puts you straight up against the fork lift truck. However, be warned. The cheat only works on NIGHTMARE mode, and once you've got to the forklift truck, keep an eye out for Venom!

Once inside the warehouse and on the first pile crates, swing onto the next pile, beating up the villain. Then swing over the alsatian and land on the next pile of blocks. Now simply crouch and crawl *through* the crates!

QUACKSHOT

Here's a useful tip from the man known as Neil Martin from Stockport.

To get loads of extra lives, when you go to Transylvania, you should collect the 1-UP, go to the end and call your 'plane. When the map appears, go back to Transylvania and repeat the process. Easy!





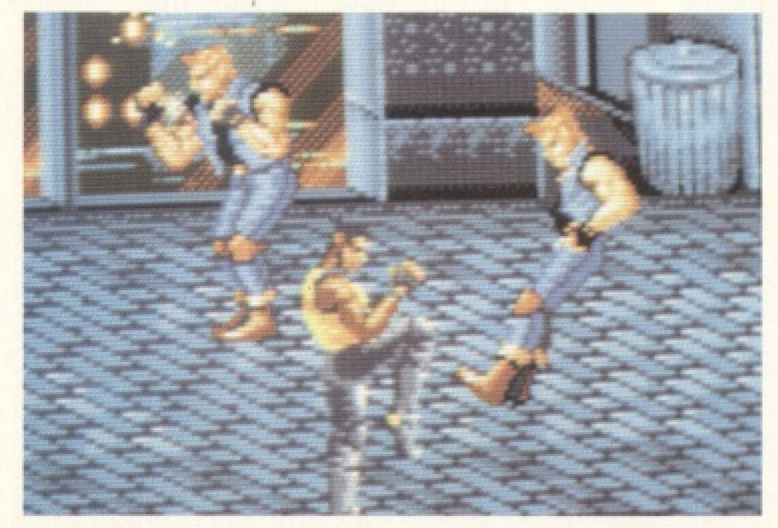
MEGADRIVE TIPS

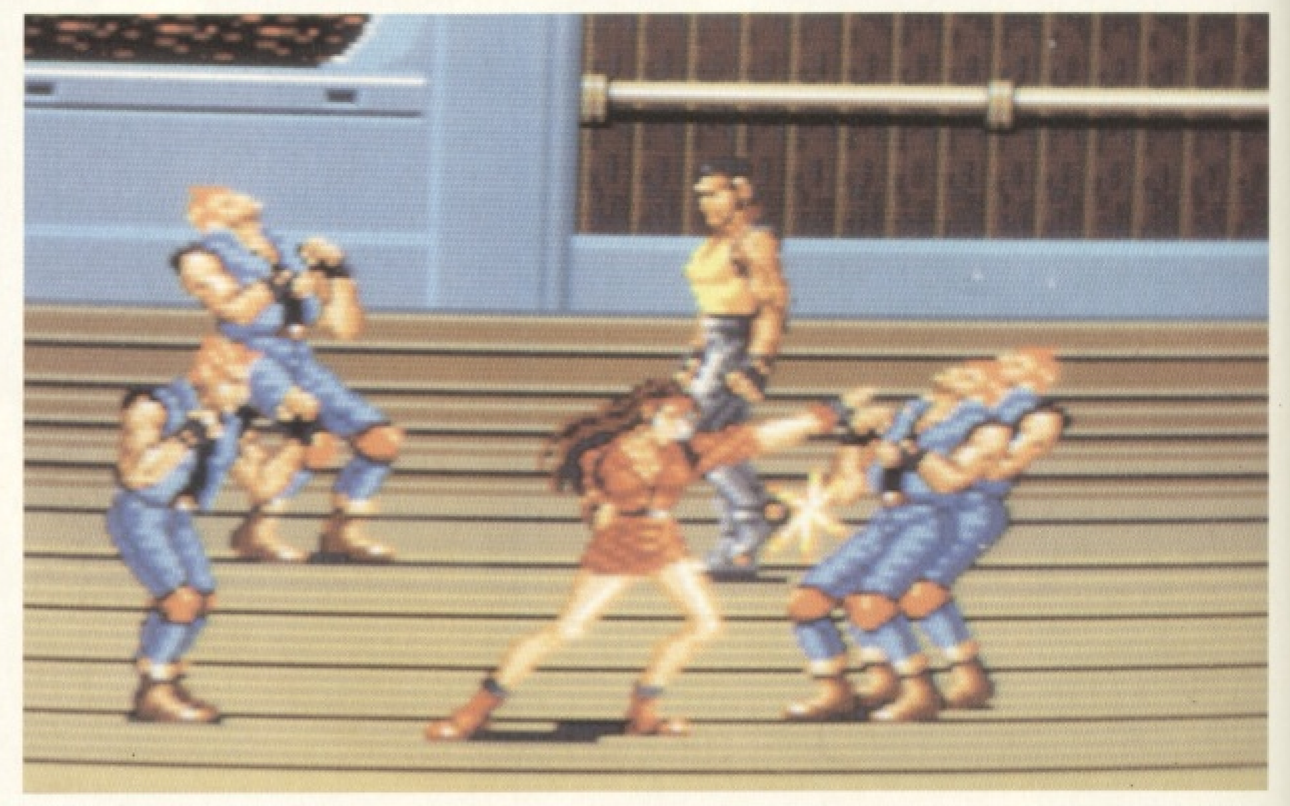


STREETS OF RAGE

Just about the whole world (and their mother) sent in this tip to enable you to continue - even when all your credits have gone! Just press **LEFT, LEFT, B, B, B, C, C, C,** and **START** when the GAME OVER screen appears.







DECAPATTACK

We ac...y printed this tip quite a while back, before Decapattack was actually out. Then, it was a Japanese import game called Magical Flying Hat Turbo Hat Adventure. The programmers changed the graphics and sound, but left most of the game code exactly the same - including the cheat!

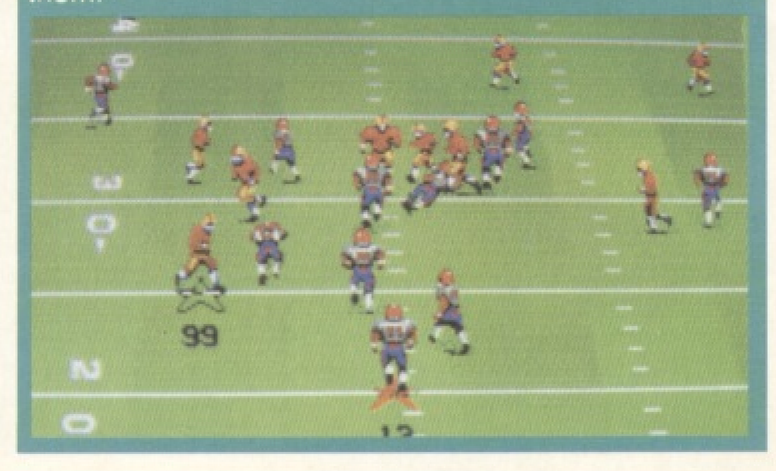
This tip enables you get over 30 extra lives! When there is a red rod catapult, jump over and directly on it Jump up again and land on the rod and you should get an extra life! Many thanks go to Michael Khoo from Middlesex for that.



JOHN MADDEN '92

Mark Bromham from County Durham in Ireland has rather bizarre, and yet curious tip for the king of American Football games. Let him explain further:

"Before half-time, if the computer has the ball, don't let him get the first down before the whistle goes. If you pull this off, when you come out for the third, the opposition kick to you. It doesn't matter if they kicked in the first quarter. When you receive the ball, run out of bounds and then the scores should come up. You should have an extra six points and then you kick to them!"



JOE MONTANA II

Noel Morley from Altrincham in Cheshire is a bit of a reckoner when it comes to playing Joe Montana II. Luckily for us, he's sent in these cool codes. You'll be playing as Miami, by the way.

FIRST ROUND:
OEKR505BIY
SECOND ROUND:
OEKS505CIY
SEGABOWL:
OEKT505GIY

CENTURION

This war game is perhaps one of the better examples of the genre available for the Megadrive. This code from David Jeffrey of Glasgow cuts out most of the boring work by giving you a fleet of ships and many conquered kingdoms!

BN4Q AUIV W6IQ
ZCA5 5555 73IU

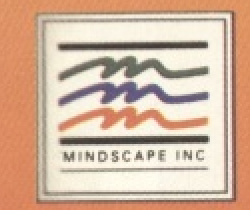
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Nintendo

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NOW - PICK UP THE GAUNTLET.

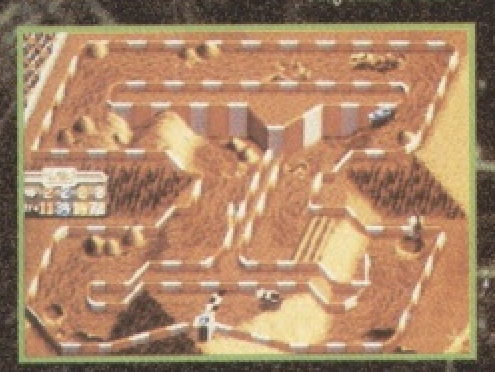
Now Gauntlet II, the ace arcade game is right here in your hand! You need swords, shields and a mastery of the magic arts as you're warped into the deepest dungeon ever. Ghosts and Ghouls abound – but there are rich rewards to reap. Digitized voices will wise you up. But beware. Few survive – and fewer still escape The Gauntlet.



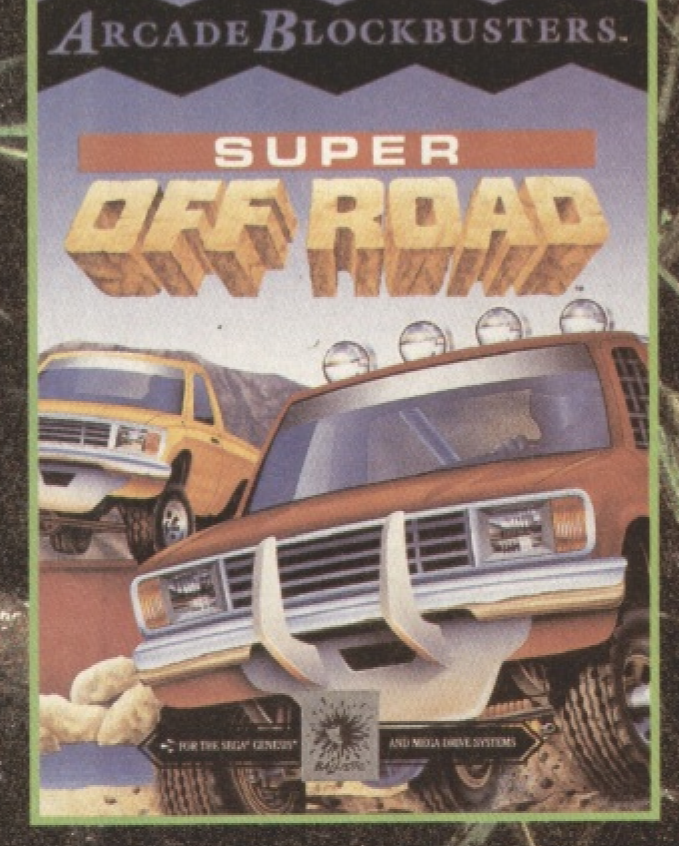
HOW MUCH FUN CAN YOU HANDLE?

NEW FROM NINTENDO

NEW FROM NINTENDO







Go ahead and play dirty over mud holes, jumps and other suspension squashing obstacles!

Developed from the original Arcade megahit, Super Off Road is real dirt grinding, sleeves rolled up short course racing based on eight different stadium tracks.

If you're tough enough to win, you can even trade in your winnings to beef up your truck and cause serious damage.

On your Mega Drive - March 1992

...OFF ROAD




Terminator 2: Judgment Day is one of the greatest movies ever produced and won four Oscars at the academy awards. Acclaim's Nintendo version of the classic movie isn't anywhere near as good as the film, but it's a pretty good laugh and is very tough indeed. Check out these top hints, tips and maps and any budding Terminator should have no problem with the game.

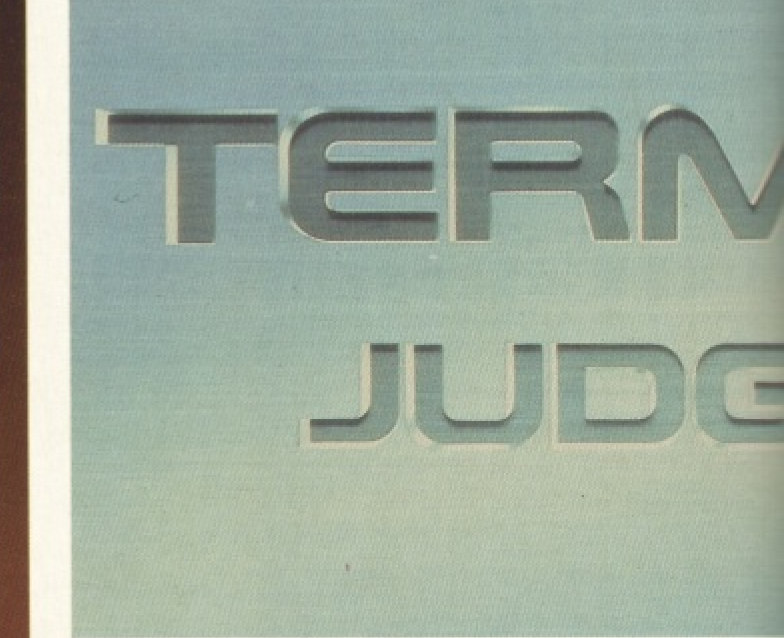


STAGE ONE: THE TRUCKSTOP

You're forced to rely solely on your fists here and each foe takes some pummelling before they drop. The best tip is just to stop yourself from getting surrounded. Jump to different levels to avoid this eventuality. In fact, for the most part, stay on the tops of the trucks, as this enables you pick off your foes as they appear. The Terminator can't hurt the rampaging biker, so stay well out of his reach.

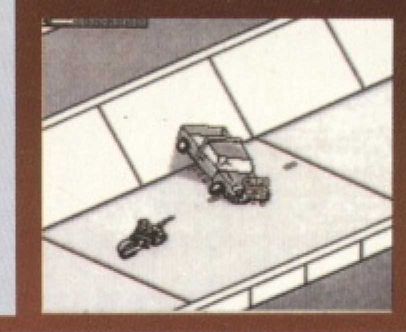






STAGE TWO: THE RIVER CHANNEL

There isn't really much in the way of tips that we can give for this level as it relies on your arcade skills. However, study the picture below. This is the position of the only continue in the whole game, so obviously getting hold of this is a top priority.



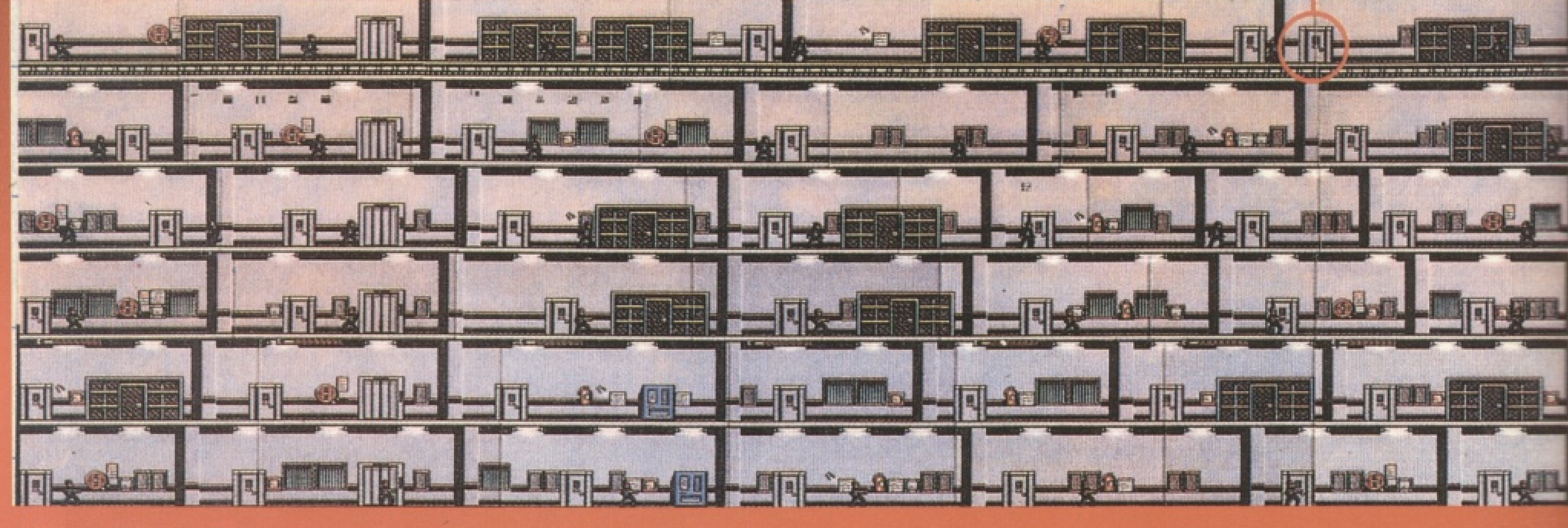


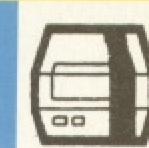
STAGE THREE: THE HOSPITAL

Here is a map of the whole of stage three of the game. The best plan of action is just to systematically search through each door, collecting the cards necessary to go up a floor in the elevator. Sarah Conner is in the top-right hand-side of the playing area and much work is required to get to her. Remember to shoot the hospital guards in the legs. A perfect score gives you a better weapon at the end of the level.



SARAH CONNOR





STAGE FOUR: CYBERDYNE



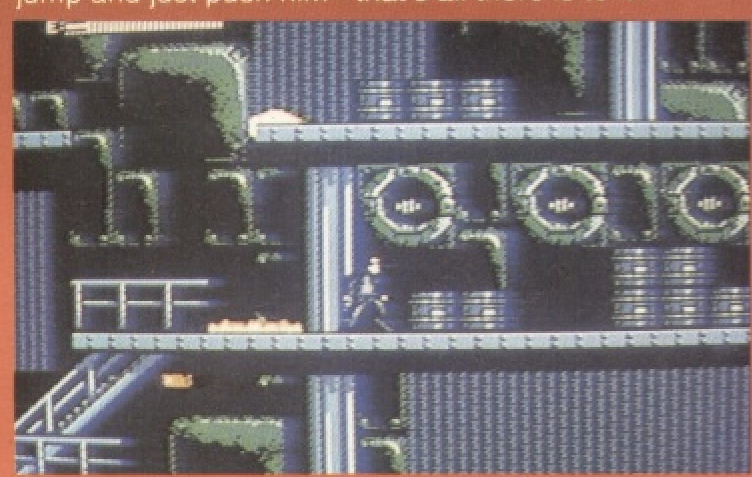
Use this map to track down the ten explosives required to blow up the Cyberdyne building. In actual fact, the same tactics for level three work perfectly well here. Work from left to right, and go back to the elevator to reach the next level. The arrows will tell you where to place the explosives.

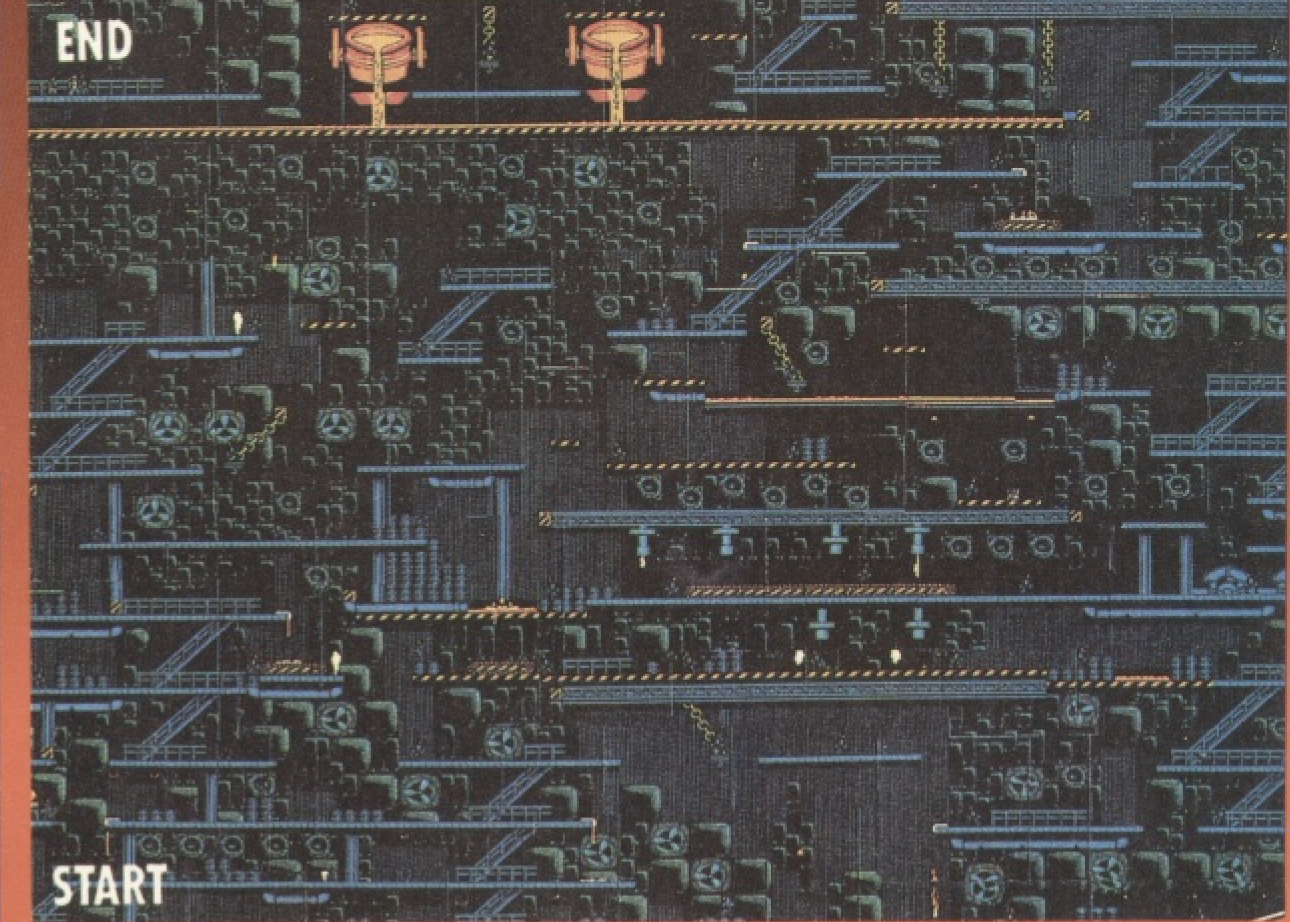
MINATOR 2
GMENT DAY



STAGE FIVE: THE STEEL FACTORY

Watch out for the many hazards in the steel factory, including dropping liquid steel and steam jets. You must defeat the T-1000 three times before the game is over. After you've defeated the manic killer twice, the top part of the level opens up, enabling you to finish him off! To shove the T-1000 into the molten steel vat, jump and just push him - that's all there is to it!





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OLDBURY Jct 2 M5
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SCOTLAND

EDINBURGH Newcraighall

NORTH EAST

TEESSIDE Teesside Retail Park
METRO CENTRE At Main Entrance

NORTH WEST

STOCKPORT Peel Centre. Town Centre
WARRINGTON Opposite IKEA
PRESTON Blackpool Road

WALES & WEST

SWINDON Junction A419/A420 by Sainsbury
PLYMOUTH Western Approach, City Centre
BRISTOL Jct 17 M5
CARDIFF City Centre
SWANSEA City Centre
GLOUCESTER Bristol Rd

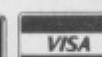
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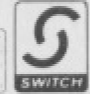
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HSBC





MATT GROENING

THE SIMPSONS

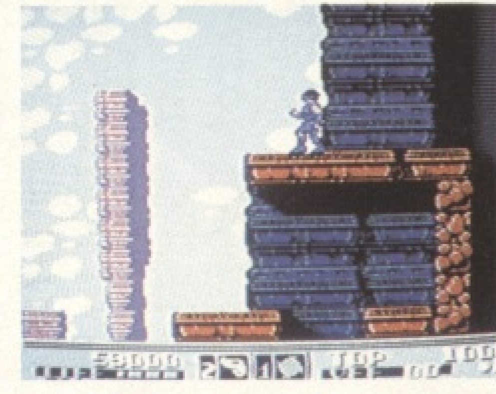
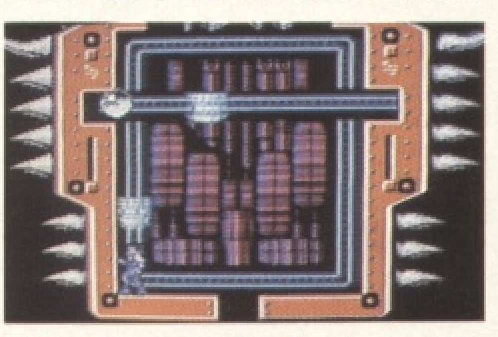
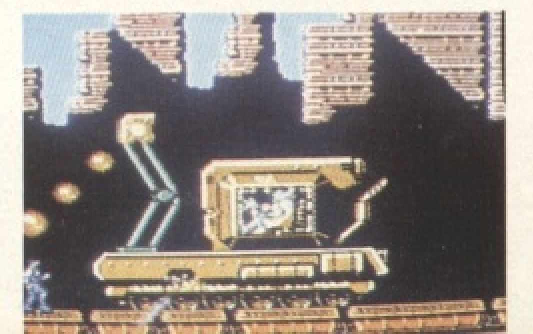
James Campbell, who hails from Wolverhampton, has sent us this valuable tip for The Simpsons: Bart vs the Space Mutants.

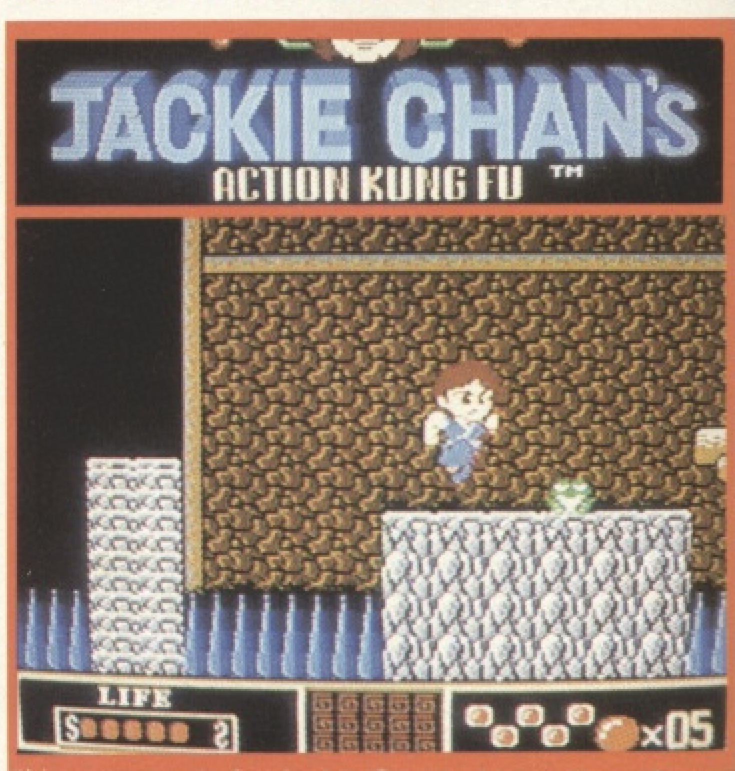
On level one, make your way to the right and shoot at the E in the Quick-E-Mart sign. You should get some extra lives (which is always handy) AND you can fiddle around with the sound test!

LOW-G MAN

This game received quite a favourable review in MEAN MACHINES and Andrew Biggin form Rotherham is just one of many who bought who the game. Andrew's obviously a clever sort of bloke, as he's managed to compile this list of fab passwords all by himself.

FROZEN WASTE: M1CH
COBALT MINES: FLLF
THE TOWER: SCRD
GETTING CLOSE: MP45
SOUND TEST: SONG
EIGHT LIVES: LOBB



"I have got a tip for Jackie Chan's Action Kung-Fu on the Nintendo," ejaculates Tak-Lung from South Ealing in London. "To get infinite continues, when you die and have the opportunity of continuing, press **DOWN** and the number of continues should increase."

GOAL!

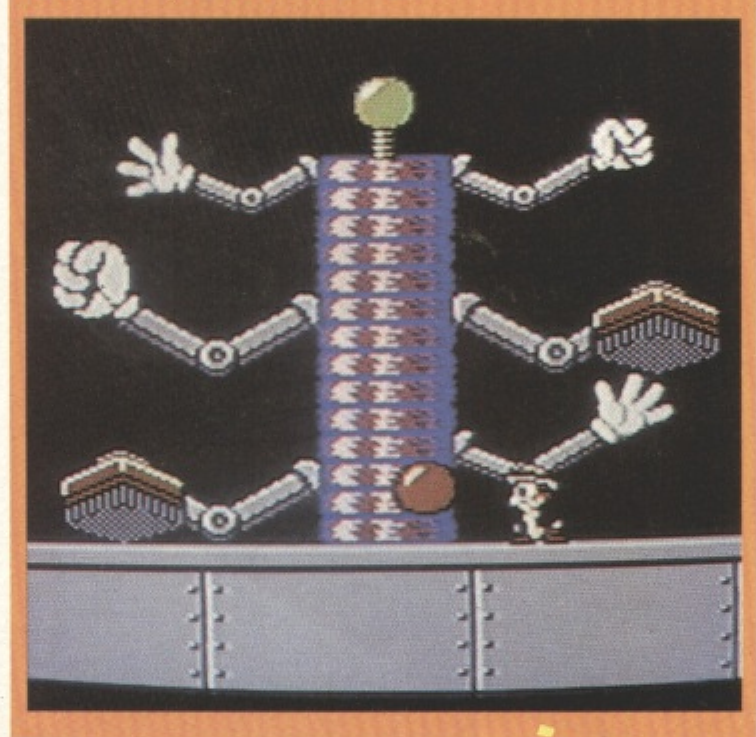
Oo-er! We didn't mince our words when we exposed Goal! as the shambling debacle of console gaming that it was. However, we are aware that some of you may still be "playing" it for some reason, so here are some fine codes, courtesy of Karl Stephenson from East Hull. You'll be playing with the USSR team, by the way.

SECOND ROUND, MATCH ONE: ATXAREZX/GVIJGENO
SECOND ROUND, MATCH TWO: ATVGFZ/MVIJGEMP
SECOND ROUND, MATCH THREE: LWDIXFCK/VWIJIEMO
SEMI-FINAL: BTXAREZC/GQLKOEOC
FINAL: ATXAREZC/GQLKOEOD

RESCUE RANGERS

Here's some general tips for this Nintendo platform game, courtesy of Alex Boden of Surrey.

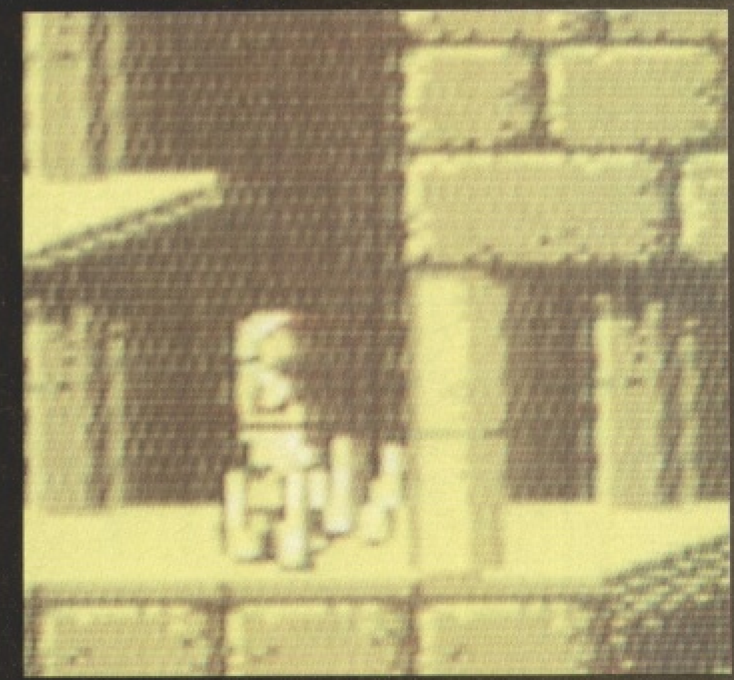
1. Try to take a different path each time you play the game. This gives you a better chance of running into hidden bonus items, such as stars.
2. Turn off taps before you run under them. Keep a look out for dropping owl feathers and hopper boxes.
3. Use the hammer to break through the wall in the middle of the second garden level.
4. Your best defence against most enemies in the game are the crates you'll find lying around.
5. If you're out of energy and know you're going to die, just hide inside the crates until they've gone. Watch out for meanies who can kill you through the crate.
6. On the bonus screens after each level, look under the darker red boxes since these are the ones that usually hold the bonuses.



PRINCE OF PERSIA

Last month, I rather generously printed all of the Prince of Persia codes for levels one to seven. Well, Andrew Parsons from Dorset has sent in an entire list, so I'm now able to provide you with the missing codes. Hooray and all of that sort of stuff.

LEVEL EIGHT: 43961795
LEVEL NINE: 77865785
LEVEL TEN: 12463454
LEVEL ELEVEN: 36717444
LEVEL TWELVE: 20610574
THE END: 87017514



FORMATION SOCCER

This slightly lacking football game, also known as Super Soccer, has had its secrets gratuitously revealed thanks to the tip-dealing talents of Chris Black from Edinburgh. The code marked XR is a bonus match that puts you up against the best players - and it's a toughie!

Also, you may be interested to learn of this tip sent by Robert Coe, who enjoys watching aeroplanes fly by in his home town of Stansted. Simply run up the pitch on line with just inside the right-hand post, trying to avoid being tackled of course. Now, release a shot about five yards away from the eighteen yard box. Nine times out of ten, you will score. Unfortunately, this tip only works against the bottom eight or nine clubs.

1	NO PASSWORD REQUIRED
2	→↙→↓↗↑↑↑
3	→←→→→↑↑↙
4	→↙←←→↑↑↙
5	↗→↑↑→←↑↗
6	↖→←↓→→↓↙
7	↘↙↓→→→↑↙
8	↖→→←↑←↓↙
9	↗←←↑↗↙↑↗
10	↗↗←↓→↙↑↓
11	↘↗↑→↑↙↓↓
12	↖←↓←→↙↓↓
13	↘↙↑↑↑↘↑↑
14	↗↗↓↓↘↖↑↗
15	↘↙←→↘↖↓↙
XR	↖→↑←↑↘↑↑

GAMEBOY CASTLEVANIA

It's that man again - James Campbell from Wolverhampton! This time, he's got a juicy tip for that groovy platform game, Castlevania.

On the first level, when you get to the fifth rope, climb up it, but don't jump off at the top. Instead, carry one climbing through the bricks. You shall enter a fab secret room, laden with lots of goodies.



The boy Jeffrey does it again! This time he's provided yet more Lemmings codes to follow up the massive table we printed last month. Well done!

LEVEL	FUN	TRICKY	TAXING	MAYHEM
11	MEDNOTO	ERHTARG	KIKENAN	AZEMOWO
12	TURUSUK	EZATTAY	UOKUTET	TNESRAP
13	ABNEGET	ADONATT	IEMOZII	UKAYHUO
14	EMATNIN	ADNEHIA	IHCOMIK	YEAGNAK
15	UKAYHAD	TAHUKAS	AHURAMU	ATISAAH
16	RENGISE	IESONYA	KORNASR	OTOKONU
17	DONOJIA	LPOWTUO	UOZUOSN	OYKIISO

MEGAMAN 2



Neo Dorbin from the fine borough that is Barnet has sent in this decent guide to Megaman II on the Gameboy.

WOODMAN

The first level to be completed is Woodman's domain. Kill him with your normal gun to acquire the LEAF SHIELD.

PASSWORD: A1, A3, B3, C3, D2, D4

METALMAN

The next level to attempt is Metalman's stage. Again, just your normal gun should do the trick here. You are awarded with the METAL BLADE and RUSH MARINE on completing this level.

PASSWORD: A1, A3, B4, C3, D2, D4

AIRMAN

Use your LEAF SHIELD when you come up against Airman. He gives you the AIR SHOOTER and the RUSH JET.

PASSWORD: A2, A3, B1, B4, C3, D2, D4

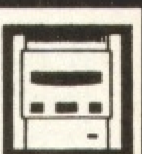
CLASHMAN

The AIR SHOOTER is the best tool to use against Clashman. His demise grants you the CLASH BOMB and the RUSH COIL.

PASSWORD: A2, A3, B1, B4, C3, D1, D2, D4

TENNIS

Here's a rather bizarre tip from James Campbell, who hangs out around Wolverhampton way. He reckons that when your serve in Gameboy Tennis, swing your racket too early so it misses the ball. Then quickly move your player slightly right so that the ball lands on his head. You get a point each and every time. Hurrah!

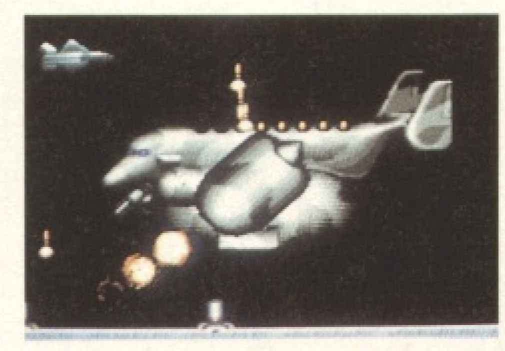




UN SQUADRON

Once again, David Jeffrey from Glasgow has sent in some rather curious tips - this time for UN Squadron. This enables you to access an extra difficulty setting.

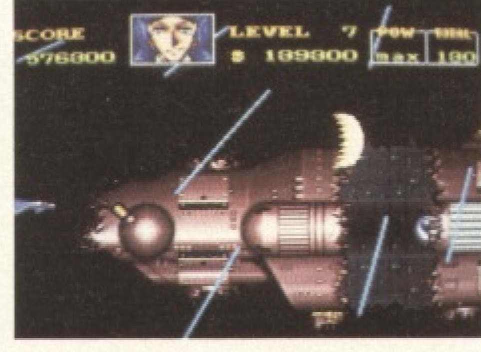
Plug in your second joypad. Go to the OPTION screen using the first pad and highlight the difficulty setting. Now, with the second pad, hold down the **A** and **X** buttons. While these are held down, change the difficulty level with the first pad. You should see a new level called "GAMER, TEST YOUR SKILLS". Cool, eh?



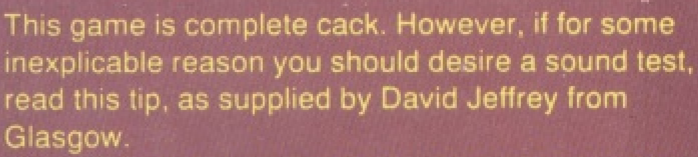












HYPERZONE

This game is complete cack. However, if for some inexplicable reason you should desire a sound test, read this tip, as supplied by David Jeffrey from Glasgow.

On the title screen, hold down the top **L** and **R** buttons and press **START**. The sound test will now make itself apparent.

PAPERBOY

Poor old David Jeffrey from Glasgow. Along with the appalling Hyper Zone, he's also got the sad Paperboy II in his collection as well. He's sent in a tip that enables you to reach the higher levels straight away.

Go to the ROUTE option on the player select screen and enter the code **6479** by pressing **RIGHT** on the D-pad. And that's it!

DARIUS TWIN

This game may be a bit difficult to shoot 'em up novices. However, this tip gives you 49 extra ships which should be more than enough to see off the alien menace.

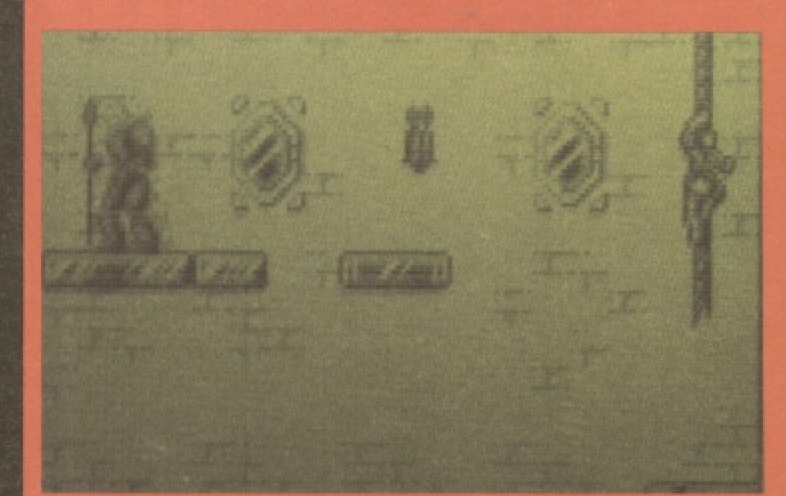
First of all, make sure joypad two is plugged in. On the title screen, hold down the **L** and **R** buttons on the second pad and press **SELECT** and **START** on the first pad.

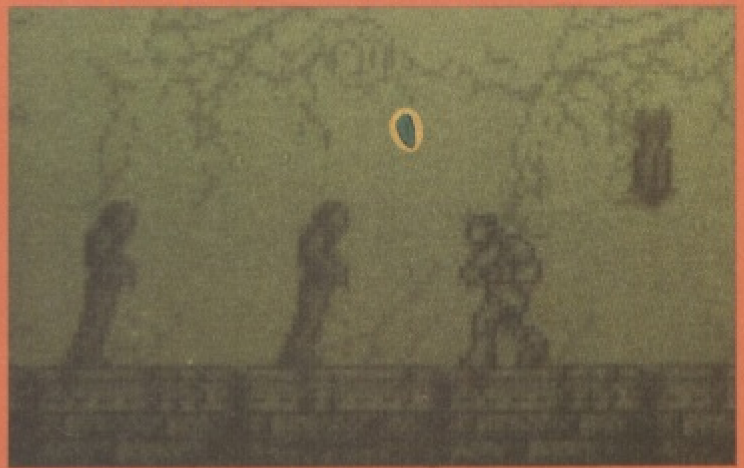
GAMEBOY

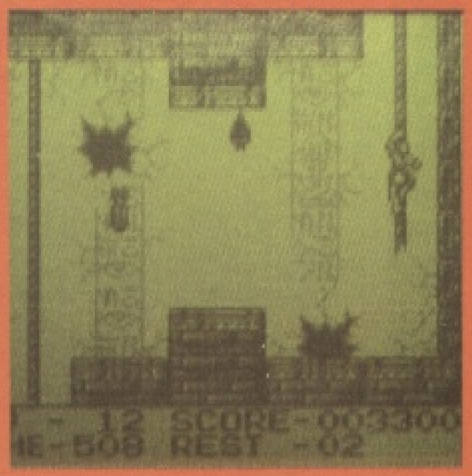


CASTLEVANIA 2

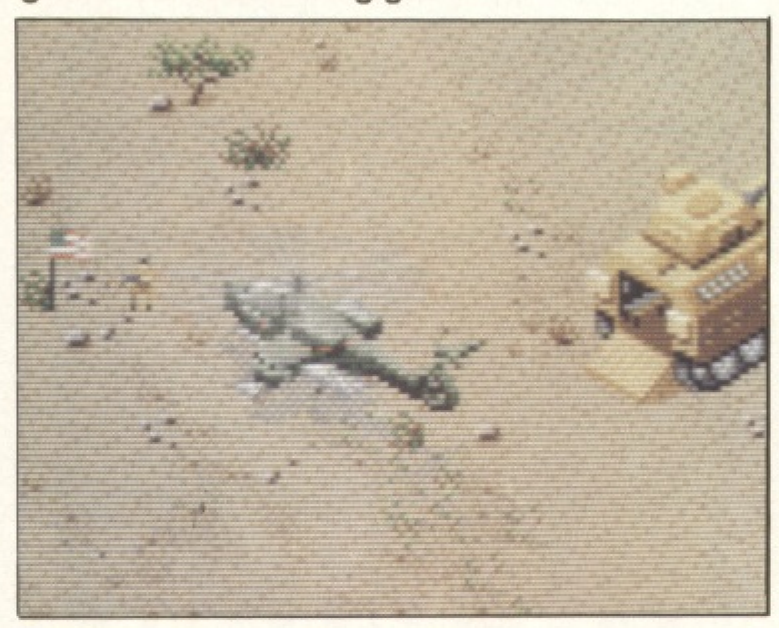
This code, sent in by the man known as David Marshall in his home of Birtley, gives you nine lives at the beginning of the game! The password is **CANDLE, CANDLE, HEART, HEART**.







Desert Strike is probably the best Megadrive game we've reviewed in the last few months, earning an incredible 94% in our February issue. Now, thanks to Simon Edwards (a real pilot in the RAF!), you have the definitive guide to this stunning game!



DESERT STRIKE

RETURN TO THE GULF

CAMPAIGN ONE

There isn't really much we can add to the instructions given in the Desert Strike booklet, but here are a few bits 'n' pieces.

MISSION



Remember to take out the pylons as well as the power station to effectively cripple the enemy.

MISSION



APHIDs appear when you destroy the eastern hangars and control towers. Be ready with your Hydra missile in each case.

MISSION



There are two command centres. You only need to take out the southern-most one to finish the mission.

GENERAL TIPS

Destroy all defences before trying to operate around an installation.

The Quick Ladder is inside a grey hut situated in the top corner of the lower of the two road "diamonds" in the middle of the map (there's armour there too!).

A downed F-15 is in the northwest corner of the map. East of this is a civilian village with a chap to collect (destroy the F-15 after you pick up the pilot!).

An extra life is found in the two-storey building within the eastern-most road "diamond" on the map.

CAMPAIGN THREE

This mission really separates the men from the boys! All of your reflexes and cunning are required to successfully negotiate the many hazards that lie in wait for your chopper. Check out these tips.



Enter the cities by the southwest edge between the two towers. Quickly fire off two Hellfires and the ZSU should be destroyed. Destroy any roadblocks you see.

Now enter the largest city. The western block contains an EANN TV crew. Pick them up and destroy their van. Take out all the small buildings in the western-most three blocks to reveal many supplies.

Now fly to the western block of the southern city. Blow up the defences and drop off the TV crew. Finish off this exercise by destroying the van and all the small buildings you can see.

CAMPAIGN TWO

In addition to the comprehensive tips in the manual, follow these fundamental guidelines.



MISSION 2

Some buildings near the jails have "muzzle flashes" coming from the windows. Destroy these buildings *carefully* with your cannon. Now collect the MIAs that were inside!

MISSION



The best way to take out the SCUDs is to get a SCUD commander and then fly to his launcher. Destroy it with Hydras to prevent a missile launch, then go on to the nearest SCUD commander and repeat the process.






MISSION 1

Enter the main city and use a couple of Hydras on the two APHIDs attacking the UN boys. Pick 'em up and destroy all the small buildings. Pick up your friendly troops.



MISSION 2

There is a tanker just on the western edge of the chemical factories. Destroy the AAA before dealing with the factories. Remember to collect the scientists!



MISSION 4

A rock to the northwest of the chemical factory has an enemy soldier next to it. Kill him and destroy the rock for some fuel.



MISSION 6

The watch towers around the POW camp are nasty - take them out with Hydras. Clear away the rest of the defences and use a Hellfire on one of the huts. Collect the POWs and drop them off at the nearest landing area. Repeat this process but beware of fresh defences. By now, you should be able to use your cannon on the huts.





GENERAL TIPS

The Quick Ladder is in a building in a road "diamond" nearest to the north landing zone.

Another downed F-15 is along the top-right edge of the map. The pilot is Jake (your best co-pilot) and the 'plane contains an extra life!

MISSION 3

Most of the silos you're attacking are surrounded by other sand dunes containing supplies. The eastern-most silo has an extra life protected by an APHID, so be ready with one Hydra. The northern-most silo contains fuel and armour.

Destroy the silos by using 17 cannon shots, followed by five missiles. Mop up the mess with your cannon.

MISSION 4

Fly towards each boat on a pass and loose off six Hydras at one speedboat. Fly through and come back for a second pass, letting off another six Hydras at the other boat. Now pick up the pilots.

MISSION 5

There is fresh armour beneath the power station. Remember to destroy the pylons.



MISSION 6

Fly in carefully from the north and use two Hellfires on the chopper and Hydras on the motorboats. Use your cannon on the troops. Position yourself on the right side of the yacht and give it some serious shelling with your cannon. Now pick up six hostages at a time and drop them off. Don't worry about the Madman escaping.

MISSION 7

To the south of the command centres is a radar site, take this out first! Now return to the command centre area and destroy all the defences. The chap you're after is in the command centre with the flag outside. Be careful not to shoot him. It's also worthwhile destroying all of the surrounding buildings as well.

MISSION 8

Enter the Embassy city from the west to replenish fuel and ammo from the buildings you have previously destroyed. Take out all the defences and buildings, watching out for the three helicopters. Land where X marks the spot!

CAMPAIGN THREE CONTINUES ON THE NEXT PAGE

CAMPAIGN THREE

MISSION 8

Kill off the fresh defences that have arrived on the scene, including two helicopters. Once everyone is in the bus, blast the gate *carefully*. Simply scout on ahead of the bus, watching out for any unexpected defences. The bus only moves if it is on-screen!

When you reach the SEAL post, don't forget to pick up your co-pilot!

CAMPAIGN FOUR

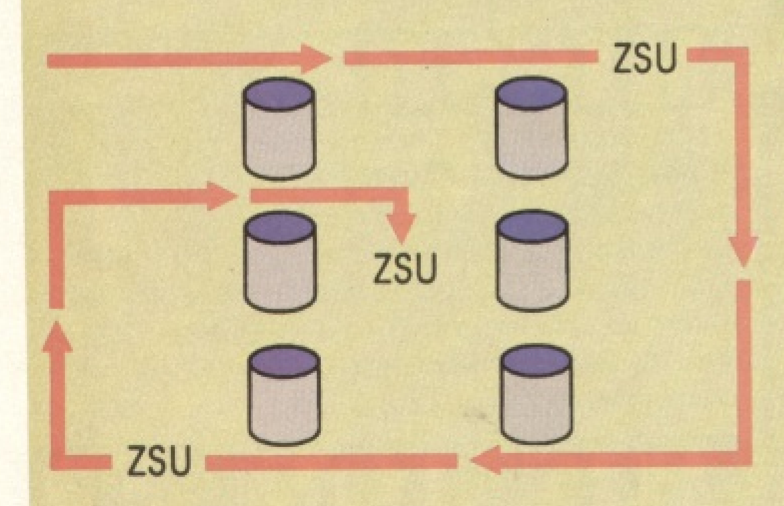
To begin with, here's a quick tip. You will notice a lot of ammo crates in the northwest area of the map near the runway. Try not to use all of these until the final mission.

MISSION 1

The commandos are found by flying straight to the coast and then north. They're just on the far side of the dunes.

Now for the oil fields. There's no time for a recce pass - you've just got to rely on your skills! Each field is protected by about three ZSUs - look out in the centre, top-right and bottom-left. The best attack solution is shown in the diagram below (do not shoot any oil drums yourself!)

The Quick Ladder is in the centre of the northern oil field. Also, don't forget to drop off the commandos at the landing zone in one of the oil fields.



MISSION 4



The dump trucks are in the city at the bottom-right of the map. Take out the defences, then the dump trucks (not the decoys!) and blow away all the small buildings to reveal (amongst other things) two extra lives!



PASSWORDS

Use these codes to cheat your way to the end of the game. Levels three and four both give you Jake - the best co-pilot in the game!

LEVEL TWO: LQJAQRJ
LEVEL THREE: TLJJOAQ
LEVEL FOUR: JTEKOMK

TARGET	ORDINANCE
AK-47	CANNON X 4
APHID	HYDRA X 1
AAA	HYDRA X 2
RAPIER	HELLFIRE X 1
VDA	HYDRA X 4
ZSU	HELLFIRE X 2
BOAT	HYDRA X 6
CHOPPER	HELLFIRE X 2
M48	HELLFIRE X 2

ESSENTIAL PLAYING TIPS

Follow these excellent guidelines to improve your general tactics when playing Desert Strike.

MISSION 5



The radar sites *must* be taken out first! One is just south of the factory, the other is just to the northeast of the nearby landing zone.

MISSION 6



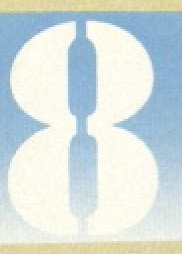
Don't forget! You get extra points for destroying the pylons when you tackle the power station.

MISSION 7



Shoot all of the small buildings after getting rid of the defences to find another extra life. Land on the pad after destroying the palace.

MISSION 8



Fill up on ammo and fly towards the bomber along the long road. Get in close and give it everything you've got (there's plenty of ammo around to help you out). Keep attacking and you should have finished the game in no time!

1. For heaven's sake, do the missions *in order*, or face the consequences!
2. If you have an autofire joypad, only use it with the cannon
3. If you're in doubt when it comes to taking out a target's defences, employ the following technique. Fly a quick, weaving pass and shoot off a couple of Hydras if the opportunity arises. Try to note which way weapons are pointing as this decides your attack heading. Now position yourself so that you come in from behind your chosen target. Fly forwards and let off the required ordinance and break off. Now position yourself for the next target and repeat.
4. Check out the Ordinance Table for making the best use of your weapons. Most buildings can be taken out with four Hydras or a volley of cannon fire (if you're the patient type!).
5. Try to only fire off the minimum ordinance to avoid destroying supplies by accident.
6. Civilian camp sites often contain a chap in the centre. Collect him.
7. Grey huts and green camps often contain MIAs and unarmed enemy troops. Both may collected.
8. Predict when you will run low on fuel and refuel early if necessary. It's a good bet that if you're flying to a point with alot of buildings, at least one will contain fuel!

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SMASH T.V.

Smash TV. It's the television ratings winner of the 21st century! In this fabulous game show, the contestant, spurred on by a screaming front man, runs around a series of single screen TV studios shooting the hell out of all manner of evil robots. Should one of these robots touch or shoot him, his failure isn't rewarded with a cheque book and pen, rather he is killed in a fit of hideous pain. Rather sinisterly, that's why Smash TV is so popular with the blood-crazed public.

You start the game as a hopeful Smash TV contestant battling through drones, clones of Mr Shrapnel, the Mutoid Man and many other grotesque robots in search of the mystical Smash TV Pleasure Dome. Should you reach this fabled area, you are undoubtedly the greatest Smash TV player in the known universe. If you don't get that far, you're probably dead...

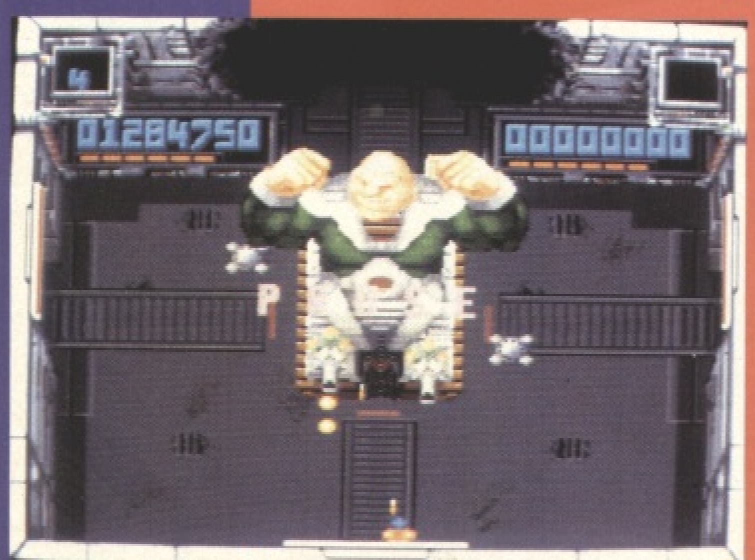


▲ *Cutting blades are good weapons.*

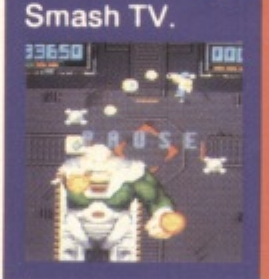


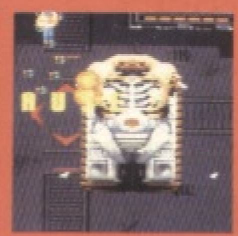
▲ *Watch out!*

BOSS MUTOID MAN

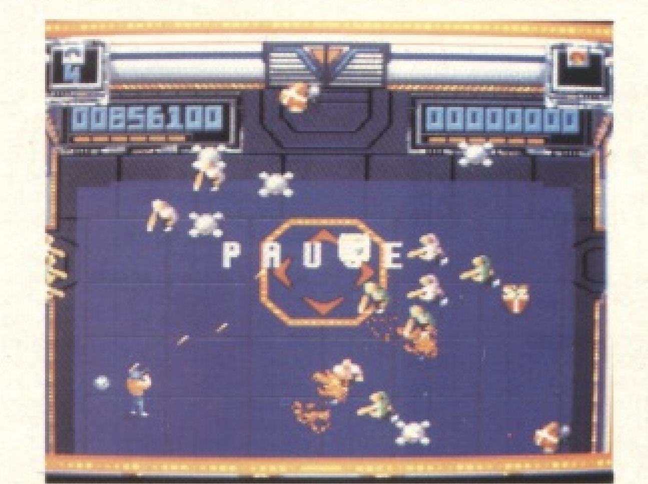


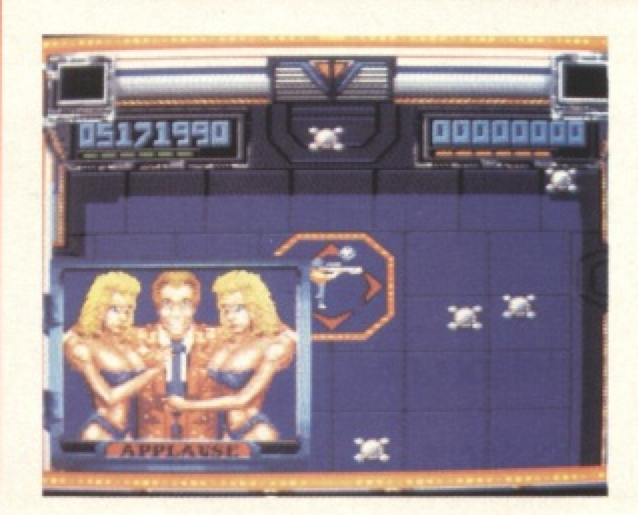
This massive cybernetic organism weighs in at a mighty 100 tons and is packed with different weapons including laser beam eyes and front-firing gunners. Watch out for those crushing tank tracks or you're history! Mutoid Man is the first real challenge in Smash TV.









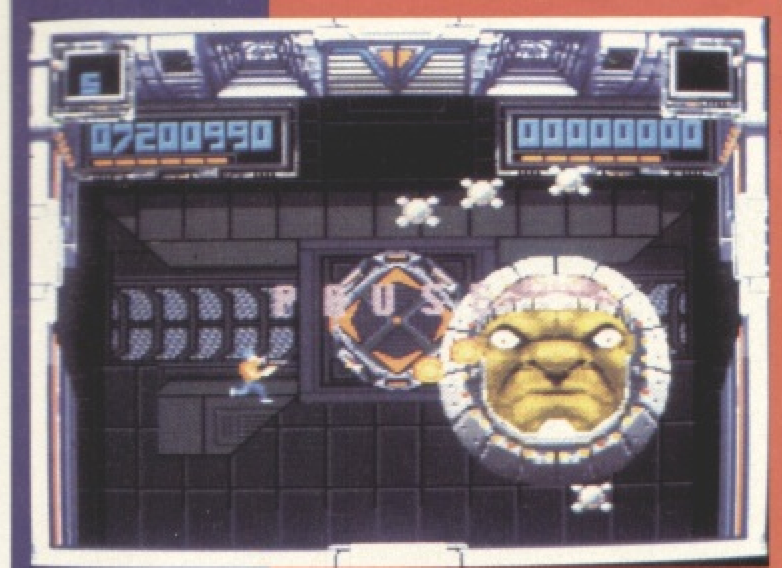


TWO-PLAYER FRIVOLITIES

Smash TV includes just about every feature of the coin-op, including the mega simultaneous two-player option! This means that two of you can battle against the marauding hordes, hopefully working as a team. This option introduces elements of competition too, especially when only one extra life materialises in the Smash TV studios and both players desperately need it!

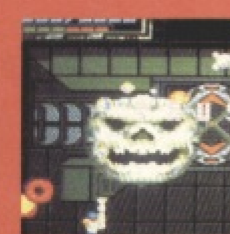
◀ *The screaming front man pops up to spice up the programme!*

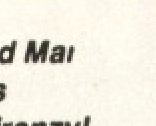
BOSS SCARFACE



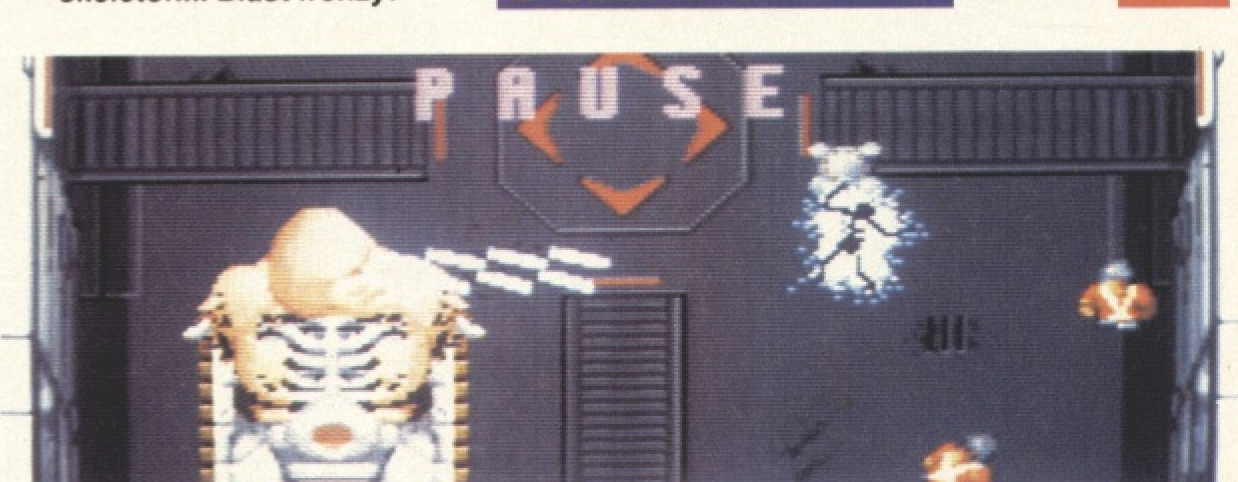
You'll need all of your wits to defeat this massive mutant head! It's equipped with a deadly scatter gun and spinning cutters too. Blast the plates around its body to reveal a giant skull with deadly eyes! Then the fun really begins (if you enjoy fighting for your life, that is). All in all, a formidable enemy.







▼ *Blast away Mutoid Mai flesh to reveal his skeleton... Blast frenzy!*





▼ *Double Jeopardy! Beware of the mines that appear in the studio AND defend yourself against the meanies!*



COMMENT

This is like having a Smash TV coin-op all of your own! The graphics, sounds and gameplay of the original machine have all been perfectly recreated and the end result is the fastest, wildest, most frenetic shoot 'em up yet seen on a home system. It's utterly maniacal, with hordes of baddies to blast into oblivion and loads of hyper-destructive weapons to blast them with. It's challenging too - I've finished the coin-op loads of times and still find this tough! Smash TV is without a doubt the purest, most brain-off, reflexes-on blastathon I've ever played - if you're a shoot 'em up addict, this is the best fix you could ever get.

JULIAN

TAKE CONTROL!

In the coin-op version, Smash TV gave each player two joysticks, one for running about, the other for controlling the direction of fire. This meant you could say, run left and fire right simultaneously! This has been retained on the Super NES version. Instead of two sticks, the D-pad controls your player's movements and the four buttons control the direction of fire. Ingenious.

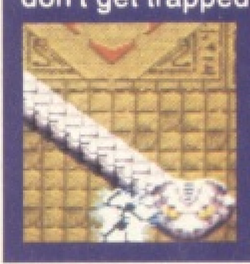


▲ *The Pleasure Dome!*

BOSS DEATH COBRA



These deadly electrified cobras kill on contact! Watch out for their laser spittle too - it's lethal. Avoid the snakes and blast the cobra heads to succeed, but watch out for the mines that constantly appear around you during this epic confrontation! Watch that you don't get trapped.



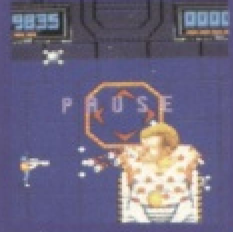


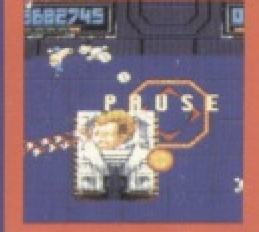




BOSS SHOW HOST

The screaming front man is transformed into a Mutoid Man variant for the final confrontation! He has all the weapons of Mutoid Man and uses them a lot more effectively. Instead of Muto'd Man's laser beam eyes, this mother has even more firepower with his terrifying eyeball machine guns!







COMMENT



RICH

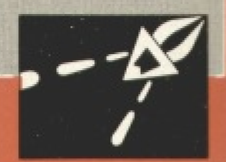
My eyes almost popped out of my sockets when I first played Smash TV - it's virtually identical to the awesome Williams coin-op! All the graphics and sounds of the coin-op have been crammed into this mega conversion - even down to the rantings of the Smash TV front man! The gameplay is almost exactly the same as well, with scores of sprites on-screen, no slow-down at all and only a small, almost unnoticeable amount of flicker. The simultaneous two-player mode is the icing on the cake. The difficulty level is perfectly pitched as well. Completing stage one is quite easy, but the later levels are really testing - especially when you've got around thirty drones after your blood, two cannons firing at you and five Mr Shrapnels threatening to explode at any moment! Smash TV is a brilliant conversion and should appeal to anyone after a testing, exciting shoot 'em up.



BY: ACCLAIM
PRICE: £39.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: SMASHING







PRESENTATION 85%
The coin-op attract sequence has been retained, and all of the polish of the arcade version has made it into the conversion.

GRAPHICS 91%
The sprites and backdrops are small but perfectly formed and even with scores of sprites on-screen,

SOUND 93%
Adequate tunes back the proceedings, but the sampled sound effects are exactly the same as the coin-op's.

PLAYABILITY 92%
With its copious quantities of explosive action, Smash TV is instantly compelling.

LASTABILITY 92%
EASY mode only lets you play the first level, but on NORMAL and HARD levels, Smash TV is one tough game

OVERALL 92%
A spot-on conversion of one of the best arcade shoot 'em ups of all time. Brilliant!

GET AHEAD OF THE GAME AT

COMET

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TO BE WON



F-Zero, the futuristic hovercraft race where blinding speed and quick reflexes rule! One of the many classic titles available for the Super Nintendo.

SO, HOW DO YOU ENTER:

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COMET

YOU KNOW WHERE TO COME.



When it's a sunny day, most people think of having a picnic or going out for a day at the seaside. Not so you, who would much prefer to see how fast you can drive your expensive sports car. The trouble is, your arch-rival (who's also in possession of a smart automobile) has had the same idea. So it's thrash central as you and the other driver race full tilt along public roads attempting to be the first past predesignated checkpoints.

Test Drive 2 is an updated conversion of the reasonably successful home computer game. It's a driving simulator (now there's a surprise), viewed from the driver's seat with you, the player, flogging the car to its limits in an attempt to become Mr Driving Head of the Year.



▲ *The Porsche slams into a shambling Transit van, as indicated by the crumpled bonnet.*

CAR CHOICE MALARKEY

Rather than lumbering you with just one car, Test Drive 2 gives you a choice of three top cars: the Ferrari F40, a four wheel-drive Porsche 959 or a Lamborghini Diablo. To help you make up your mind each car has its own information screen which details all its vital statistics such as acceleration, braking times and so on. After you've chosen your vehicle, you're given the choice of which of the other two cars you wish to race against.



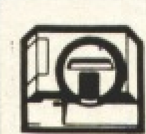
The Duel
TEST DRIVE II™

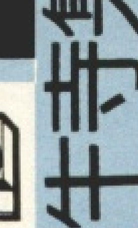
COMMENT

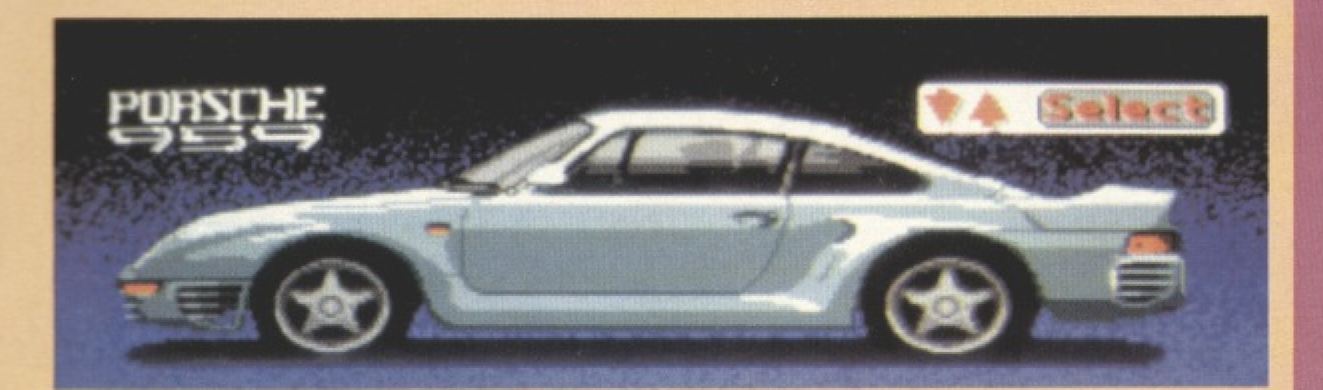


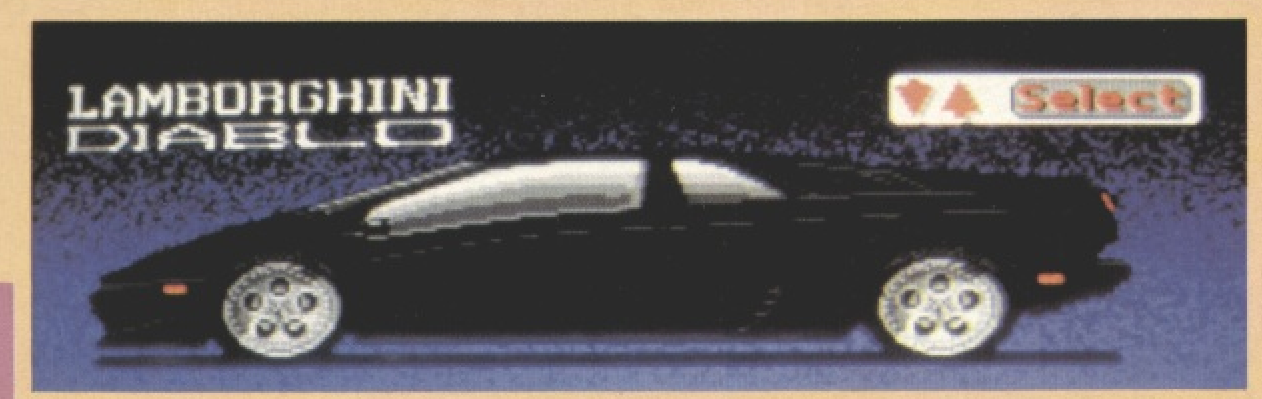
RAD

Test Drive 2 incorporates some new and neat ideas, which along with the smart presentation should have made it a winner. Sadly, this is as far as The Duel's good points go. For starters, the collision detection is ridiculous - you must have the widest car ever built. Even if you think you've only just scraped your wing mirror you can expect to see the windscreen shatter signalling the loss of a life. The controls are also wildly over-responsive, resulting in much crashing and general needless doom. The in-game sprites are poorly drawn, the backgrounds are bland and the 3D update is some of the worst I've ever seen on the Megadrive. The sound is of a similarly low quality with an ever present grating engine drone and a couple of tunes obviously blagged from Outrun to assault your eardrums. If it's racing thrills you're after, Super Monaco GP or Road Rash are still the ones to go for.













CAR-DIAC ARREST



In order to justify their salaries, highway police often feel they must stop and arrest so-called "reckless drivers" such as yourself. Obviously, if this happens the chances of you passing your rival are right up the spout. So, if you see flashing blue and red lights in your mirror, or even worse, heading straight for you at a great rate of knots, it's best to drive with much haste. Luckily, the police cars are comparatively slow and it's easy to outrun them (or lure them off the edge of a mountain if you're particularly skillful).







PETROL STAT-ION

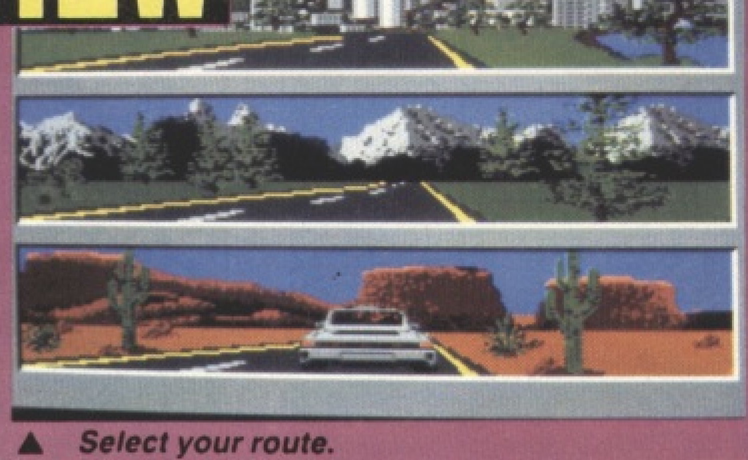
At the end of each stage is a petrol station. It's essential that you don't drive past these or you run out of petrol way before the end of the next stage. The petrol station is also the place to check on your game stats. Your average speed, top speed achieved, number of lives left, time taken for the stage and whether or not you are beating your rival are just a few of the things that the helpful assistants will tell you, unlike the ones you find in real petrol stations who won't even give you directions to the motorway.











▲ Select your route.



▲ A long, empty road. Hurrah!



COMMENT



JULIAN

The thought of driving three of the world's hottest cars to their limits on public highways certainly had me working myself up into a frenzy of anticipation, but sadly the end result is an anti-climax on a grand scale. It seems fun at first, but there are two big flaws which eventually spoil the game - the dodgy collision detection and the awful graphics. You crash into things when they're miles in front leaving you with the distinct impression that the bonnet on each car is about thirty feet long. The same crash problems occur when you're nipping in and out of traffic - you're judged to have side-swiped a car when it seems like you've given it plenty of berth. On the graphics side the presentation screens are nicely drawn and the car interiors are good, but the oncoming cars are laughably badly drawn, the backgrounds are simple and bland and, the thing that really spoils the game, the 3D update is jerky and completely unrealistic. Test Drive 2 could have been a stunner, but sadly it falls far short of its considerable potential. If it's high-speed thrills and spills you're after, check out Road Rash.

CROSS-TOWN TRAFFIC



If you've ever been on a road, you might have noticed that people tend to drive in the opposite direction on the other side of it. This is something the programmers of Test Drive 2 have taken into account and included in the game. Should you wish to overtake a crawling crapmobile in front of you it certainly pays to check that there's nothing coming in the opposite direction or it could be high speed impact ahoy! Four crashes and it's game over, so always remember your Highway Code.



BY: BALLISTIC
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: EASY
LIVES: 4
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: HYPER







PRESENTATION 71%
Lots of nice intro screens, plenty of options and stacks of stats, but the in-game presentation is poor.

GRAPHICS 59%
The presentation screens for each car and the car interiors are great.

SOUND 40%
The tunes are thin and reedy and the effects don't inspire atmosphere.

PLAYABILITY 69%
The game objective is straightforward, but the dodgy collision detection and lack of challenge make this stall on the starting grid.

LASTABILITY 64%
It's not very hard, the action isn't very addictive and it doesn't take long before its appeal wears off.

OVERALL 67%
A potentially superb product ruined by poor collision detection, naff graphics and a severe lack of long-term challenge

EVERYTHING COMES TO THOSE WHO WAIT.

AND WE MEAN EVERYTHING.





- **It does everything better than anything**
- Multiple scrolling
- Independent scrolling of 4 separate backgrounds
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  A massive palette of possibilities to create an enormous array of on-screen colours and shading. 256 colours on screen at any one time.
- Simultaneous rotation, scrolling and scaling
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- High speed zoom in and out
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- 16-bit custom picture processing unit
- **3-D graphics**
  4 layers of scrolling screens that let you move in every direction – not just left and right or up and down, but front to back as well and all the way through 360°.
- 128K RAM
- 128K Video memory
- 7 graphic modes
- Full-dimension digital stereo
- 128 sprites on screen at any one time

- **Unique 360° rotation**
  The entire picture moves through any angle up to 360° with every on-screen detail kept in the correct perspective.
- 32 sprites on a single line
- Bigger characters than you've ever seen before
- Ergonomically designed controller
- Greater control
- More detail
- **8 separate audio channels**
  Explosions that are more explosive, music that almost sounds live, sound effects that are nothing short of sensational.
- Greater depth
- Faster action

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SUPER MARIO WORLD



There's nowhere like it! Our Koopa-crushing champ has eight exciting new worlds to visit in his greatest adventure yet! Mario learns a host of new tricks, teams up with a spectacular sidekick, named Yoshi and thrusts his way through uncharted territory to seek out the ravishing princess! Brand new and specially for the Super Nintendo.

SUPER R-TYPE



High drama in deep space! BYDO is back - Empire of super- mutants - and they're poised to attack Earth! You'll need nerves of steel, lightning reflexes and a major dose of space luck, as Super Nintendo brings this potential cosmic catastrophe to awesome three-dimensional reality!

Lemmings



It's tough being a Lemming. They march mindlessly to their doom. Over cliffs. Through trapdoors. Totally oblivious to danger. It's up to you to save them - guide them to the exit. Help them make bridges. Blast through obstacles. But be warned. They're so mind-numbingly stupid, you'll need all your skills to save them!

Super Castlevania IV



It's more than a hundred years since Transylvania was terrorised by Count Dracula. Yet once again, no-one sleeps easy. Wolves howl at the moon and Ghouls stalk the land. Dare to take the journey into terror, in eleven nail-biting stages. Traps abound for the unwary - vigilance is the key, and terror is the spur! Beware!

SUPER TENNIS



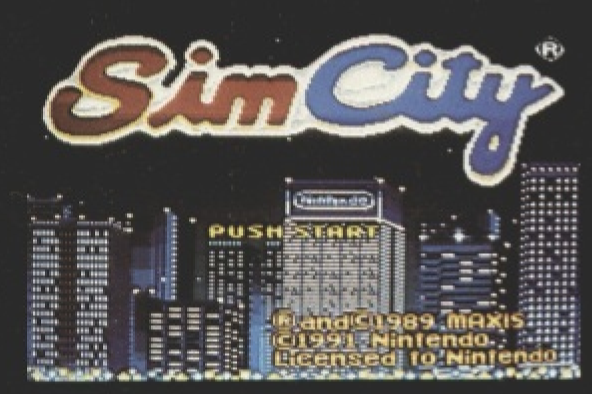
Choose grass, clay or hard court. Choose from eleven world - class opponents - singles, doubles, with a friend, against a friend, against the computer. Whatever your choice this game is so close to reality you'll ache from exhaustion.

SUPER SOCCER



The roar of the crowd! The thrill of top professional action! You're right out there on the turf with your team in high-speed Soccer action! But yours is just one of 16 world-class teams - and they're all out to win the World Cup for their country. The pace is breathtaking, the action never stops. You think you're good? Wait till you try Super Soccer!





You're the mayor of Sim City - and boy, do you have problems! It's your job to encourage growth, and make Sim City the place to live. Then, the invisible Sim Citizens will come flocking in. But there's pollution, natural disasters, traffic, crime - all the problems of the city to contend with. See your city and watch the changes as time passes. Can you make Sim City the place to live?



Hyrule: a fantastic land of monsters and dungeons, sorcery and mayhem. Two dangerous worlds to explore: have you the skills to survive? You'll cast spells, puzzle your way through dungeons, battle fantastic odds and learn to live dangerously. Can you make it? Battery back-up means up to three players can return again and again - right back to where they couldn't take it any more!





It is now the year 2560. There's just one way to glory - win an F-Zero Grand Prix. It's the fastest, most merciless race ever known to man or mutant. It's vicious! Brutal! Crash and you're gone! Even if you win, ever-more ferocious races are waiting to destroy your nerves. Battery back-up records the ten best times for each of the 15 tracks. Race for a place in F- Zero history!



SUPER NINTENDO®

ENTERTAINMENT SYSTEM

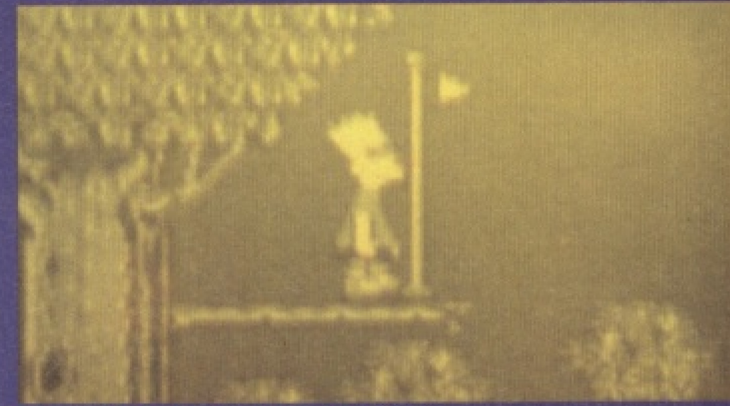
BEYOND THE NEXT DIMENSION

TOP 10 CHARTS

ALL FORMATS

GAMEBOY

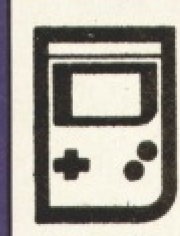
Once again, Super Marioland rules the Gameboy charts. It seems that no matter how old the game is, it still manages to sell by the bucket-load... Strange that, isn't it? Otherwise, the rest of the chart remains rather unexciting.



▲ *Bart has a cow up a tree.*



▲ *Bugs plummets down the charts.*



GAMEBOY

1	◀	SUPER MARIOLAND
2	RE	DR MARIO
3	▲	WORLD CUP
4	▼	DUCK TALES
5	▼	THE SIMPSONS
6	▼	BUGS BUNNY
7	▲	GREMLINS II
8	▼	GOLF
9	RE	TENNIS
10	▼	F-1 RACE

NINTENDO

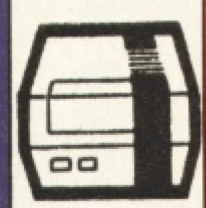
Well, once again, our prediction that Mario III would remain at the top of the chart turns out to be true! However, there's still a lot of pressure being exerted by the terrific Star Wars. Surely the rotund plumber can't stay at the top forever?



▲ *Paperboy - what a load of cack, eh?*



▲ *The man Mario is still there.*



NINTENDO

1	◀	SUPER MARIO III
2	◀	STAR WARS
3	▲	RESCUE RANGERS
4	RE	SUPER MARIO II
5	▼	KONG CLASSICS
6	▲	DUCK TALES
7	▲	PAPERBOY
8	▼	WWF
9	RE	WORLD CUP
10	▼	THE SIMPSONS



SEGA

1	NE	ASTERIX
2	▼	SONIC
3	▼	BEAST
4	▼	OUTRUN EUROPA
5	▼	MERCS
6	◀	POPULOUS
7	◀	DONALD DUCK
8	◀	SHADOW DANCER
9	NE	HEROES/LANCE
10	▼	G-LOC

SEGA



▲ *Asterix goes straight in at number one!*



▲ *Sonic slips one place.*

Finally! Sonic the Hedgehog, after topping the charts for many months is finally beaten down by a newcomer, Asterix the Gaul! Tecmagik's Shadow of the Beast continues to do well, as does Outrun Europa. But all this could change by next month...



▲ *Donald seeks that Lucky Dime.*

PREDICTIONS

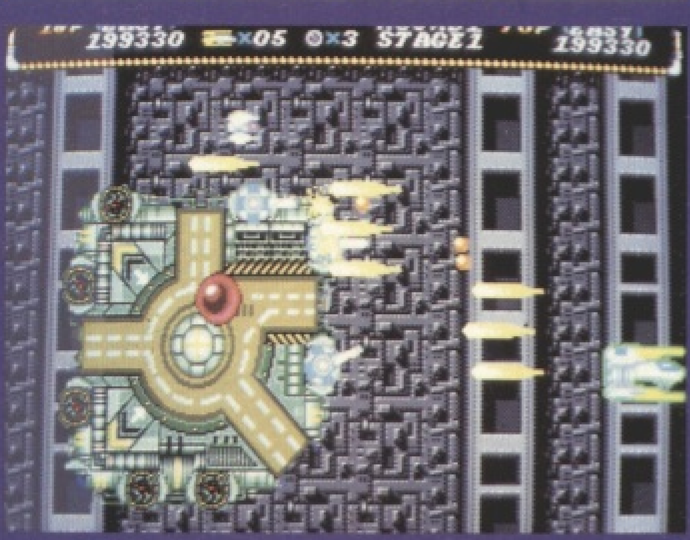
MEGADRIVE: HELLFIRE
MASTER SYSTEM: SONIC
NINTENDO: MARIO III
GAMEBOY: MARIO (yet again!)



MEGADRIVE

1	▲	DONALD DUCK
2	▲	F-22
3	▲	ROBOCOD
4	NE	HELLFIRE
5	▲	ROAD RASH
6	▼	SONIC
7	RE	STREETS OF RAGE
8	▼	PACMANIA
9	▼	MERCS
10	▼	THE IMMORTAL

MEGADRIVE



▲ *Official Hellfire in at four.*

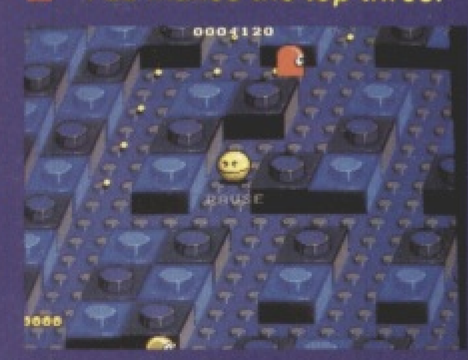


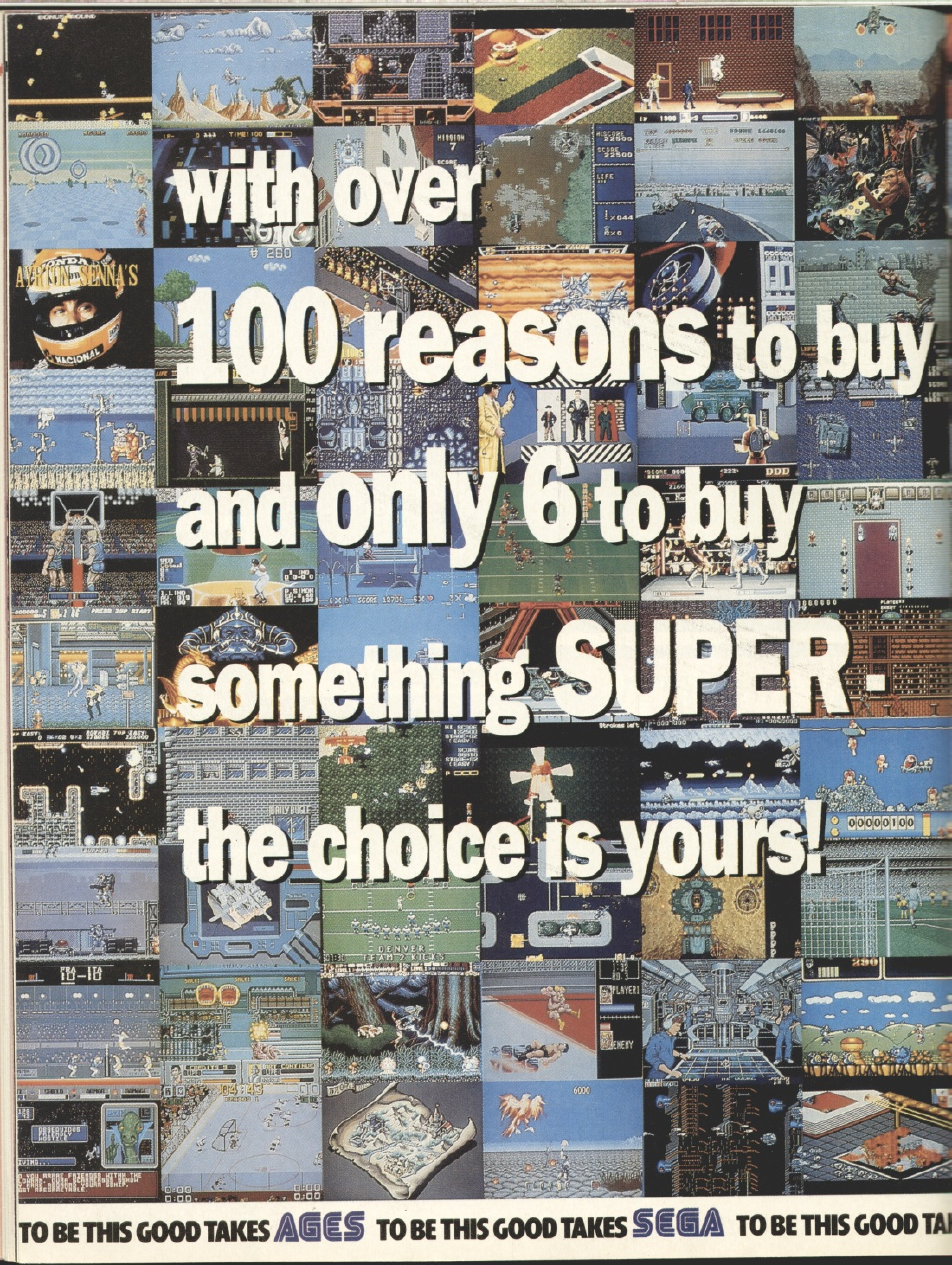
▲ *Schquack wasshle shquaack waaaah.*

There's plenty of place-swapping excitement as Donald Duck takes the top slot! F-22 jumps up to number two, leaving Robocod at the third slot. Hellfire, now officially released, jumps in straight at number four. Maybe some more new releases by next month might make the chart a bit more exciting.



▲ *F22 makes the top three.*




with over
100 reasons to buy
and only 6 to buy
something SUPER -
the choice is yours!
TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TA
AYRTON SENNA'S


something MEGA
The SEGA MEGA DRIVE has already got over 100 awesome 16BIT games for you to choose from and there'll be 70 more brain busters available between-now and the end of the year.
There is really only one 16BIT games system, so how many more reasons do you need to buy the ultimate games console - the SEGA MEGA DRIVE!
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MEGA DRIVE
SONIC Pack includes: Control Pad and 'Sonic The Hedgehog' Cartridge
16-BIT



WHERE IN TIME IS CARMEN SANDI

Poor old Carmen Sandiego. She's merely a victim of an uncaring consumer society, cast out as a social pariah because of her poor GCSE grades. There was only one thing she could do - assemble a cartel (called VILE) of time-travelling criminals and wreak terrible vengeance throughout the space-time continuum.

You, on the other hand, are a time cadet of the Acme Detective Agency and it's your job to put a stop to her nefarious plans. This is achieved by using your Chronoskimmer time-travelling device and your natural detecting abilities.

The presentation of Carmen Sandiego is simple in the extreme. The main display is taken up by the chronoskimmer's control panel, with a smaller sensor picture of your surroundings on the side. Using the panel, menus are selected which amongst other things allow you to question suspects, compile evidence and set course for your next destination. This might make things sound easy, but be warned, you only have a limited amount of time before you are pulled backed to Acme HQ.

JUST THE FACTS MA'AM

Before you can go about capturing a criminal you need an arrest warrant, and you don't get one of these until you've uncovered some hard evidence. And to do this you question suspects and seek out informants, as well as find visual clues with your scanner. As you receive each piece of information, enter it into to blank data form. When you have three clues or more, you can ask your on-board computer to work out which of the villains is the perpetrator of the latest dastardly crime. Then it's just a matter of tracking him or her down...

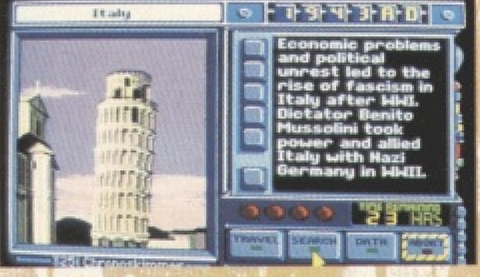


Many interesting facts are contained in this game.

Look who's on the case.



An all-action shot.



The original Santa Claus returns to Holland.







IEGO?

COMMENT

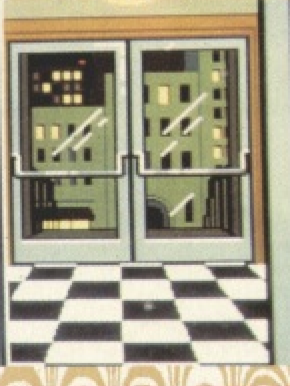


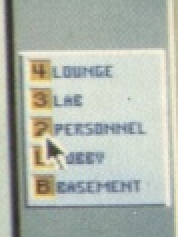
RAD

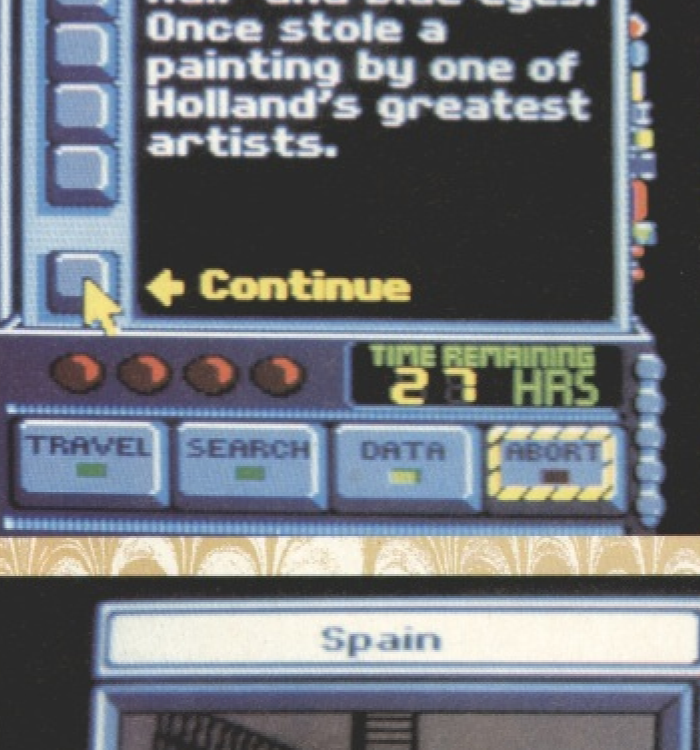
The fact that this is a supposed "edutainment" cart did put me off initially, worried as I was that it would be all edu and no tainment. Certainly, the graphics are about as thrilling as a Bullseye Christmas Special, and the sound is most poor - there's no tune and only a few gasping effects. However, it didn't take me long to become quite engrossed in the investigative gameplay. The educational element really doesn't make itself apparent except for the reference book style intro to each country and time period as you arrive. There are a couple of problems though. Carmen Sandiego is huge, for sure, and there's a password system so you can restart from your last case, but each case is much of a muchness. It takes a long time to complete, with later levels featuring really unforgiving time limits, but there isn't an awful lot of variety. There's also a pointless infinite continues option which takes most of the thrill out of the game. After all, whether you capture the criminal or not, you don't have anything to lose. Still, if brain exercising is your thing, you won't be too disappointed with Carmen Sandiego.











DON'T FORGET TO WIND YOUR WATCH

Although you constantly run into VILE henchmen along your travels, they pose no threat (unless you call waving a sword around intimidating). Your real enemy is the strict time limit imposed upon your investigation.





Each action you carry out uses up valuable time - one hour is taken up when you interrogate suspects, two are used when seeking out informants and up to six hours are squandered when travelling to a new location. Obviously things can get a bit nerve-wracking when you've only got seven or eight of your original thirty-one hours left and you've only just got your arrest warrant!



◄ *Become a literary know-all with this game.*

LOOK IN THE BOOK TO HOOK THE CROOK

If you get stuck somewhere and the clues given are no help (like some of the references to Medieval constitutions!) there's still hope. Carmen Sandiego is one of the new range of "edutainment" games which is designed to educate whilst entertaining, so included with the game is a paperback encyclopedia for you to simply look up key names or events and find out when and where they lived or happened. Cor - live 'n' learn, eh?





▲ Sign up here.

COMMENT



JULIAN

Usually, games that have pseudo-educational overtones are about as thrilling as train spotting on Dyfi Junction on a cold, wet day during a British Rail strike. This one isn't quite as bad as all that, and provides quite a bit of fun at first as you whizz your way around time itself in search of dastardly villains before your time limit runs out (although I can't understand why you run out of time when you have control over it). However, complete a couple of levels and the game's weaknesses are revealed: apart from the increasingly tighter time limit, there isn't much difference between levels, and after a while it all becomes a rather repetitive and routine game. Yes, there are things to be learned from this, but it's all trivia-type stuff rather than anything of major benefit. While I certainly don't want to knock original ideas, Where in the World in Carmen Sandiego just doesn't offer quite enough entertainment or education to be a truly worthwhile purchase. It's fun for a while, but personally I'd prefer to thoroughly enjoy myself playing a pure out-and-out videogame and then turn to a really decent book of my own choosing and learn something of real value in the process.



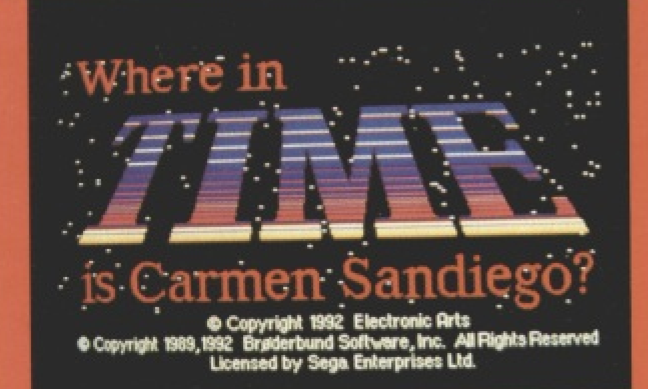




GIVE US A CLUE



Finding each villain is trickier than you might think, after all, they have the whole of space and time to hide in. Luckily their passage often attracts the interest of the locals, who gladly tell you anything they know, such as "He was planning to protest against Ivan the Great's behaviour". When you think you know where they're going, select the TRAVEL menu to check your list of places of times you can reach from your current location, select the one you think is right and launch into the ether. Be careful though as selecting the wrong destination causes you to waste disastrous amounts of time and lose track of the criminal you're chasing.

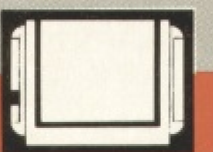


BY: EA

PRICE: £39.99

RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: INFINITE
CONTINUES: PASSWORDS
SKILL LEVELS: 1
RESPONSIVENESS: OKAY







PRESENTATION 34%

No options, and the game is only played on one screen!

GRAPHICS 58%

Not much variety, but there are set graphical pieces for each country and time zone.

SOUND 22%

Hardly any at all, and what there is isn't too hot.

PLAYABILITY 69%

The investigative gameplay is absorbing - for a while. The lack of variety does mar things a little.

LASTABILITY 61%

It's a very big game and does get very hard, but you find yourself doing the same sort of things over and over again,

OVERALL 63%

An unusual and highly commendable game concept which is spoiled by a lack of variety. Perhaps a sequel could put a bit more fizz into the gameplay?

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Are you a Master System owner appalled by the recent lack of decent games? Are you a Megadrive owner looking for a decent soccer sim? Are you a Terminator fan after a skill Sega version of your fave movie? If the answer to any of these questions is in the affirmative, Virgin Games may have the games of your dreams. MEAN MACHINES checks out their catalogue of forthcoming games.

Take a trip back to prehistoric times and meet one of the ugliest cavemen of all time. This sad baboon-like creature is none other than Chuck Rock. In this game, he's out for vengeance against Gary Gritter, who's kidnapped his beautiful cave-maiden, Ophelia.

What this all boils down to is some ace eight-way scrolling platform action, as Chuck negotiates many prehistoric locations in search of his lady love. Chuck is equipped with no weapons as such. Luckily, he can "belly-butt" any meanies away with his massive stomach and make use of the many rocks littered around the landscape to crush his foes.

As the more observant among you may have noticed from studying the screenshots, Chuck Rock is looking right tasty on both the Master System and Megadrive. The 16-bit version has some brilliant graphics and Captain Caveman samples. The Master System version might not look as good, but it's playability that counts and Chuck Rock is shaping up extremely well in this department.

Virgin hope to have both versions of the game ready for release in July, so expect the definitive reviews here in MEAN MACHINES over the next couple of months.







Based on Herge's exciting Tin Tin adventures, this technically polished Master System game looks like being a cart to wait for. After one of Doctor Calculus's bizarre experiments, Tin Tin ends up crash landing a space ship on the moon. When he wakes up, he finds that his beloved Snowy has been kidnapped by the evil moon dwellers!

The game is split into two distinct sections. First of all is a parallax scrolling Defender-style screen where Tin Tin pilots the space ship around the moon. He can land at will and walk into moon bases. These complexes are platform-style efforts where Tin Tin must make his way through many traps in order to rescue his lovely pooch.

Tin Tin on the Moon will be released in September, so expect to read more about the game in a future issue of this very mag.

TERMINATOR

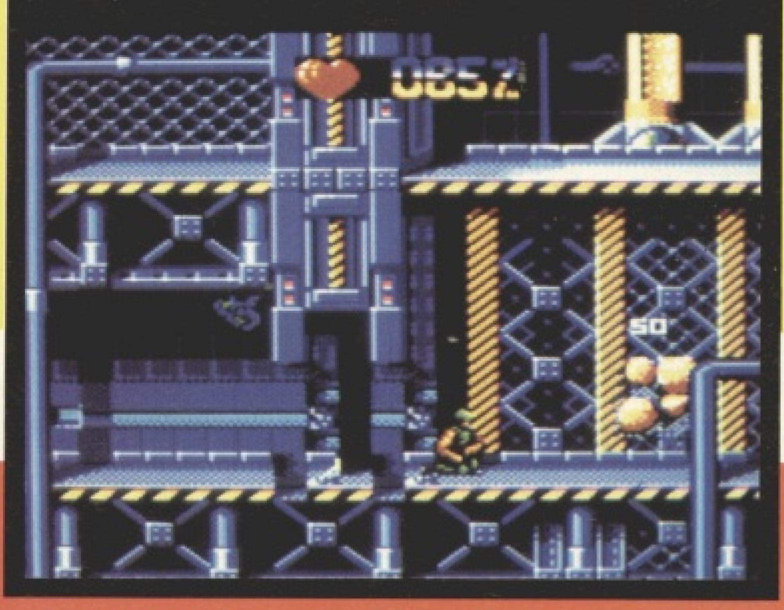
Look out for The Terminator, coming soon to a Sega console near you.

This potentially groovy scrolling platform game casts the player as Kyle Reese, a soldier from the future on a mission to save Sarah Connor from the murderous clutches of The Terminator.

We've already previewed the megadrive version of this game, but these amazing screenshots show the technically stunning Master System version of the game. It has smooth scrolling, detailed backdrops and amazing sprite animation.

A Game Gear version of The Terminator is also in production and looks like being just as ace as the Master System version, cramming in all the levels and gameplay on the hand-held screen.

We'll be reviewing the game across all three Sega formats just as soon as it's finished. Meanwhile, feast your eyes on those screenshots!



EURO CUP SOCCER



As any Megadrive-owning soccer fan will tell you, there are hardly any decent football simulations available for the 16-bit wonder machine. Virgin Games hope to change all that with the release of Euro Cup Soccer.

The game is a close conversion of the Manchester United Europe computer game, featuring a horizontally scrolling pseudo-3D pitch and loads of football-related options. Incredibly, the programmers have managed to cram in around 170 European teams and there's even a detailed kit design option so you can add in your own customised team!

Euro Cup Soccer could turn out to be the soccer game that every Megadrive owner has been waiting for. We'll be giving you a full review in time for the July release.



ARCADE SMASH HITS





This Master System title is a three game compilation of some of the greatest coin-op classics ever to hit an arcade.

Included in the package is a fast and furious conversion of Centipede. In case you've never heard of this, it's a single screen shooter where you blast the hell out of fungi and various garden pests. Missile Command is a re-interpretation of the classic coin-op, which gives you three cannons with which to blow away a multitude of nuclear warheads that are threatening to destroy your fair city. Finally, Breakout is the old bat 'n' ball game that sees you destroying colourful brick walls.

This title has plenty of potential and we'll be reviewing the finished game very soon in MEAN MACHINES.



FUTURE VIRGIN TREATS

There are plenty more Virgin games in development for the Sega systems. On the Master System, keep a look out for Robin Hood: Prince of Thieves, Superman and MacDonalds' McKids II. All three titles should be available in November. Megadrive owners are well-catered for with the likes of Superman (out in September), Another World and MacDonalds' McKids II (both should be out by November).



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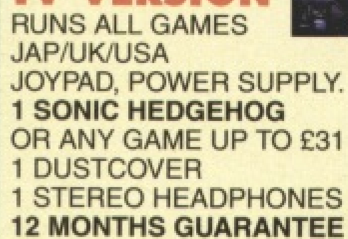
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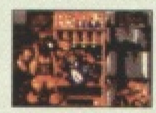
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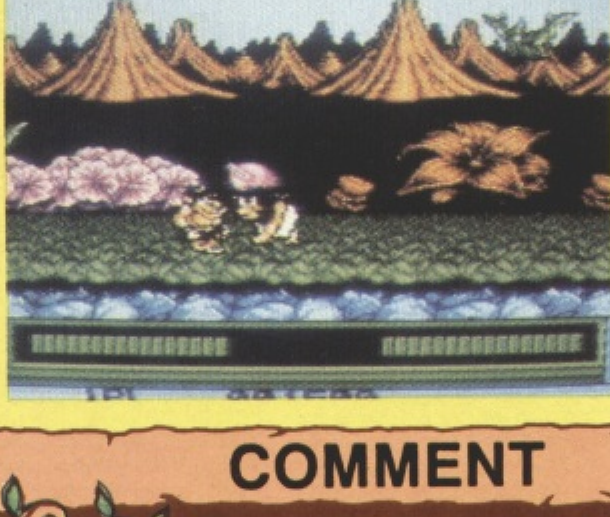


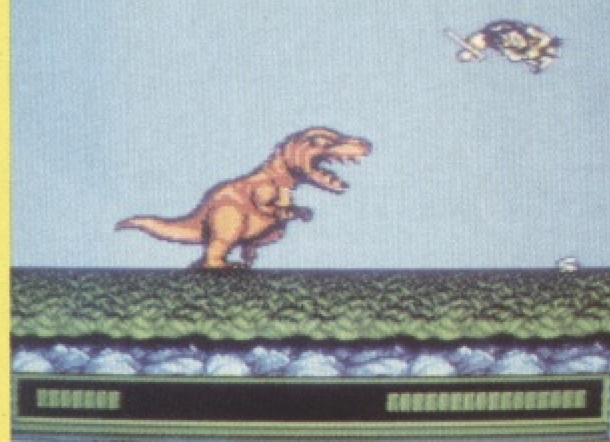
Joe and Mac, those cheeky teenagers, might have prehistoric brains the size of Ronnie Corbett's gonads but there's no knocking their sense of justice. You see, during the night another gang of evil Neanderthals invaded the lads' village and kidnapped all the women. Apart from this leaving Joe and Mac nothing to do on Saturday nights, it was also a pretty mean trick to pull. It's fortunate then that the cave brothers are the hardest homo habili ever to grace the earth and have decided to trek across the lands until they reach the territory of those spiteful cavemen and give them a jolly good kicking.

Joe and Mac: Caveman Ninja is a conversion of the popular Data East coin-op. It's a horizontally scrolling platform-cum-club 'em up which features a host of evil cavemen, dinosaurs and natural hazards such as rivers and lava-flows to negotiate. At the end of each stage is a huge monster guardian which is killed before the lads' captive cave-maiden is released.



▲ *Joe chucks some wheels.*

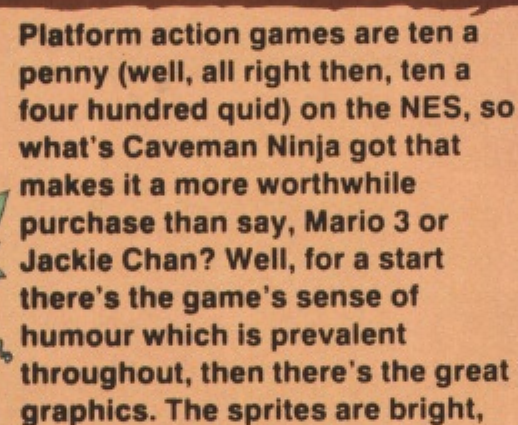




▲ *Joe faces up to the first end-of-level boss. Many somersault attacks are required.*



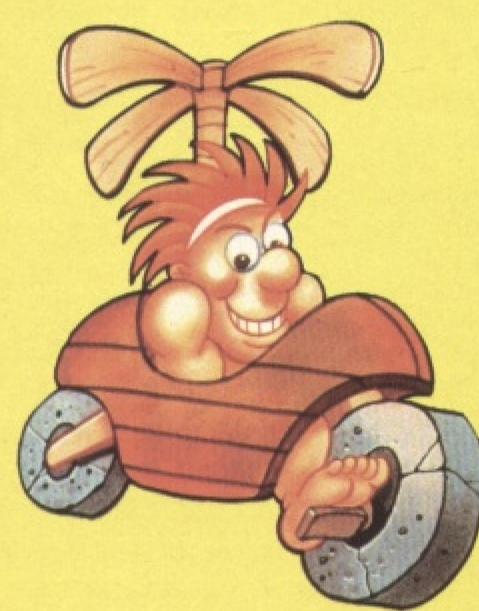
COMMENT



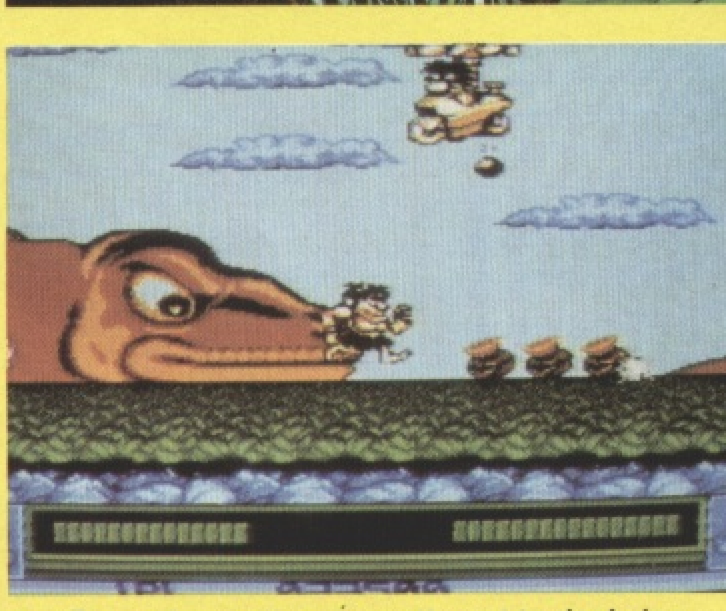
Platform action games are ten a penny (well, all right then, ten a four hundred quid) on the NES, so what's Caveman Ninja got that makes it a more worthwhile purchase than say, Mario 3 or Jackie Chan? Well, for a start there's the game's sense of humour which is prevalent throughout, then there's the great graphics. The sprites are bright, colourful, detailed and well animated and the backgrounds are of a similar quality. Sadly the sound is a bit weak and the tunes have a tendency to warble. The trouble is, Caveman Ninja, fittingly enough for a game about cavemen, is a bit simple. There's not very much going on at any time, and the last couple of levels have some frustrating rock-hopping sections where survival is nothing more than a matter of luck. This is just one example of the many instant deaths that the game throws at you, which tend to make things more than a little frustrating. Caveman Ninja is a fun game to play, but if it's a more varied long-term challenge you're after check out some of the other platform games available like Mario and Megaman.

RAD



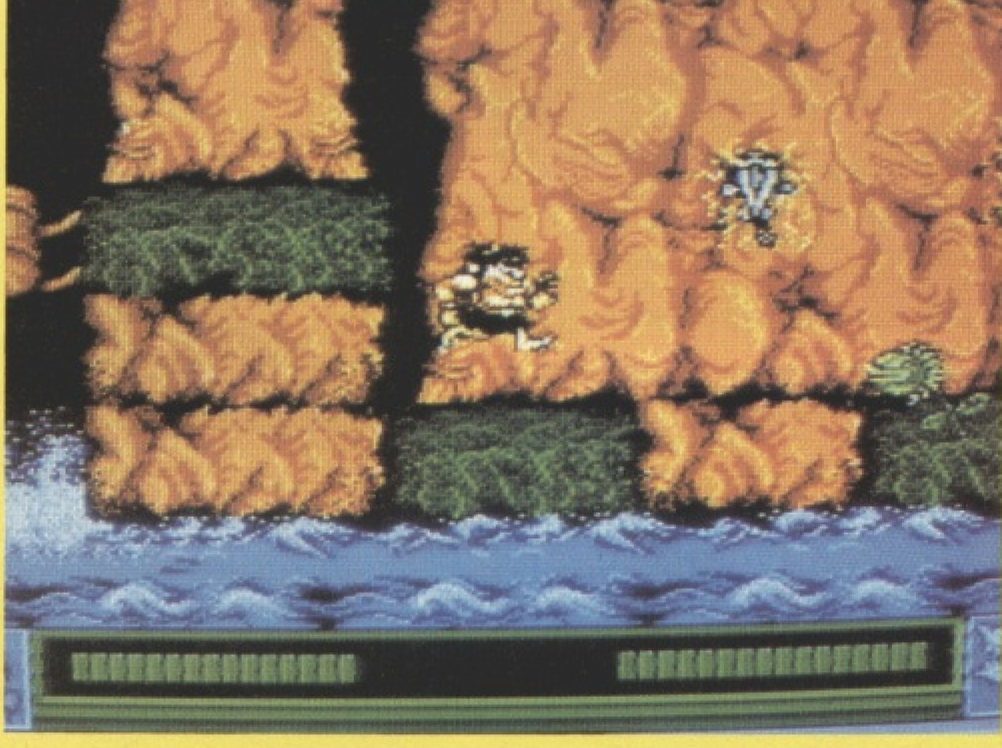






▲ *Stone Age helicopters attempt to deck Joe.*





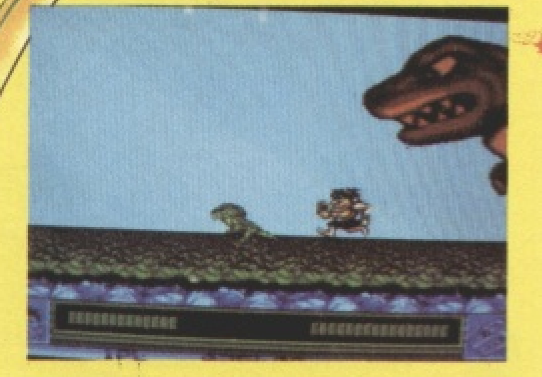
DIZZY DINOSAURS

Bah! You can trust those pesky evil cavemen to live in one of the roughest areas that was ever spawned out of the primordial soup! Despite the supposed extinction of dinosaurs millions of years before Joe and Mac should have been born, there are plenty of the scaly critters around to pester the boys, not to mention killing them rather severely. These dinosaurs happen to be killer mutants capable of amazing feats such as spitting rocks, fire and even little dinosaurs! Most of these fearsome beasts reserve themselves for the end of each level, upon which you should find yourself ptangling with pterodactyls, battling with brachiosaurs and, er... having a bit of a tiff with plesiosaurs.





▲ *This massive plant spews deadly mini-clones of itself. Watch out!*



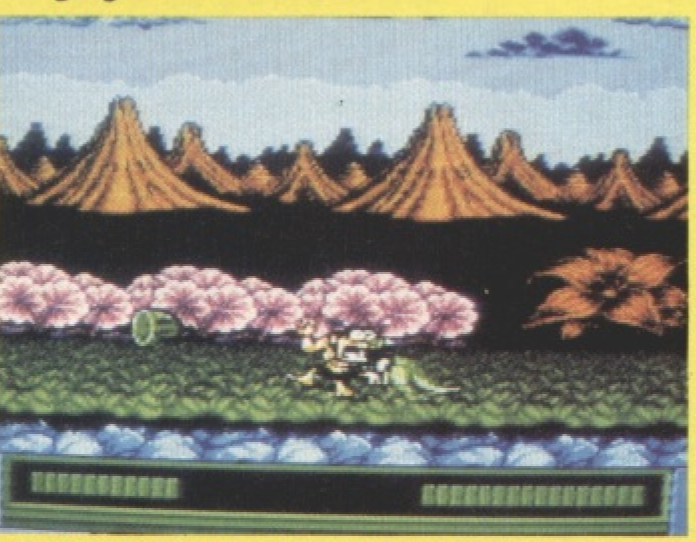


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Even though their musculature and bone structures are on a par with that of gorillas, Joe and Mac are remarkably agile. Not only can they jump around wherever they fancy, but they're also capable of ultra-huge spinning somersaults and dinosaur defying forward and backward rolls. It is important to learn these moves properly to finish the game, as the taller guardians require blows to the head which may only be achieved in full flight. Otherwise not even the Natural History Museum would be interested in your rather mangled remains.



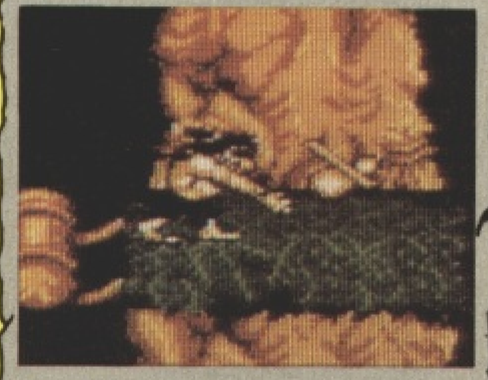
▲ *Evil cavemen pursue Joe on the back of a gargantuan dinosaur!*



▲ *Our caveman hero gets a rude surprise right where it hurts. Owww!*

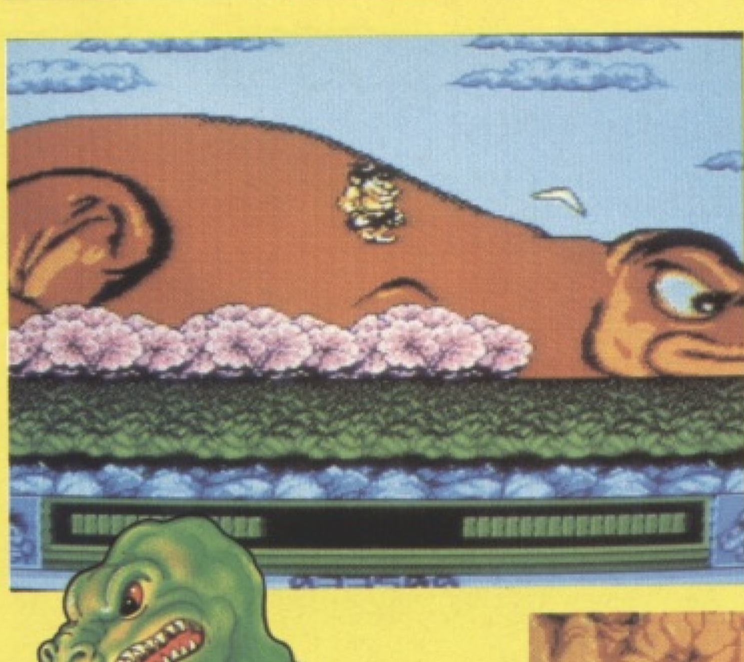
BONE-US BREAKERS

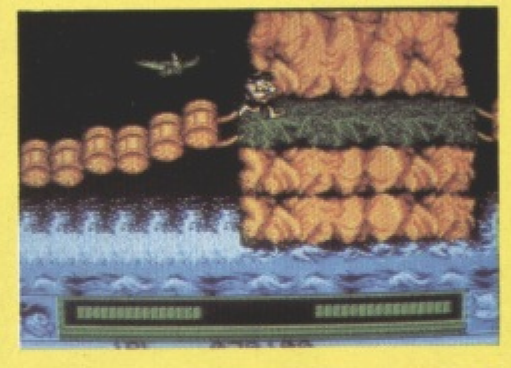
A big club might be good for impressing the chicks but once you begin your quest, you discover that they're not really much cop in the head cracking stakes. This is where those extra weapons come in handy. These weapons are found either in the pots carried by evil cavemen or just lying around the scenery looking nice. Picking them up endows the museum piece wonders with extra long-range fire power in the form of dinosaur leg bones, boomerangs, firebombs and even stone wheels which roll along the landscape crushing everything in their path!

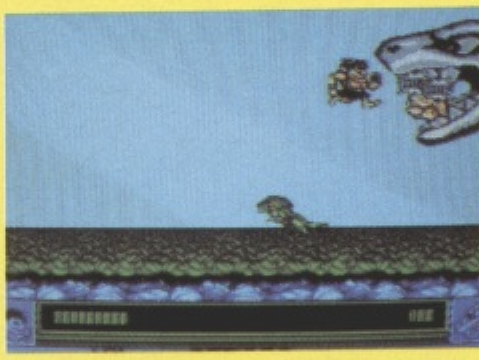


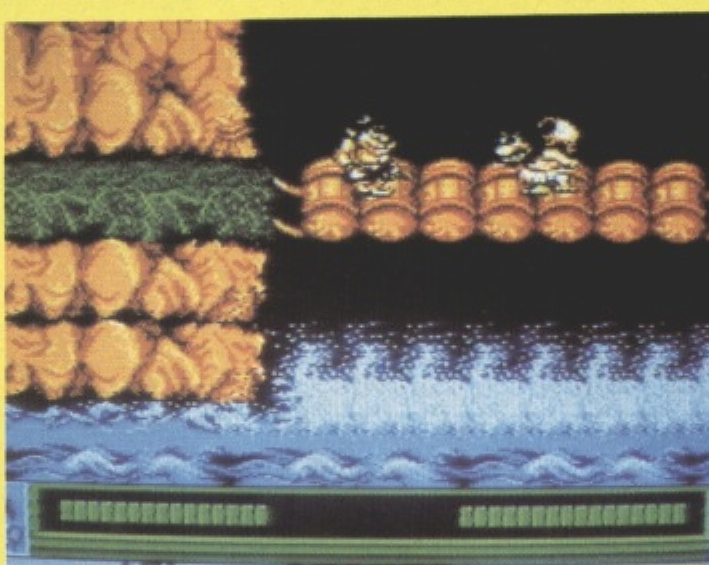
▲ *What a hero.*

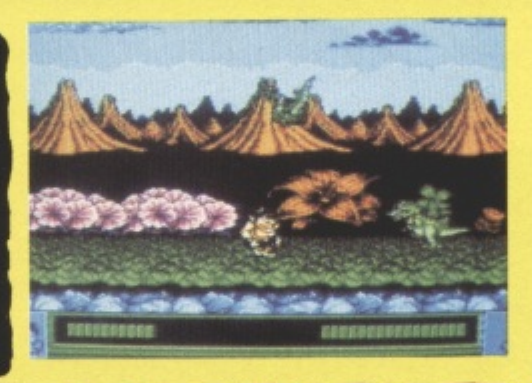












MAC ATTACK

Like the coin-op, Caveman Ninja can be played by either one or two players. Sadly, unlike the coin-op Joe and Mac feel they must take to their quests at differing times, so there's no simultaneous play option! Still, if alternating japes are your scene, Caveman Ninja holds plenty in store for you.

▲ *There are many flying dinosaurs just waiting to give Joe or Mac a nasty surprise from above.*





COMMENT

JULIAN

Despite the original Caveman Ninja coin-op being rather average, I found this conversion surprisingly addictive and great fun to play. The graphics are excellent, with many humorous touches, and the gameplay is simple, straightforward and enjoyable. On the last level things get a bit irritating when you're put in situations where mega skill (or luck in Rad's case!) is required to get past certain parts of the landscape, but generally Joe and Mac is a challenging and entertaining beat 'em up. It's not the sort of game that you'll go back to time and time again once you've finished it - it simply hasn't the depth and variety for that - but if you're a fan of the coin-op, or are just after a simple and fun game, this is well worth taking a look at.

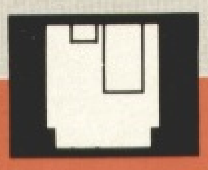


BY: ELITE

PRICE: £TBA

RELEASE DATE: MAY
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: ALL RIGHT

1-2 PLAYERS





PRESENTATION 70%

Shambling options, but good in-game presentation and a reasonable animated storyline.

GRAPHICS 88%

Fabulous and colourful sprites and pretty good backgrounds make Caveman Ninja a visual treat.

SOUND 65%

The tune is insipid and the effects lack any sort of power.

PLAYABILITY 81%

Very easy to get the hang of and fun to play, except for the occasionally frustratingly tricky situations you're placed in.

LASTABILITY 76%

Challenging enough to satisfy most players, but once completed it's not a game you go back to time after time.

OVERALL 79%

An enjoyable platform game which although unoriginal and fairly simplistic should appeal to fans of the coin-op.

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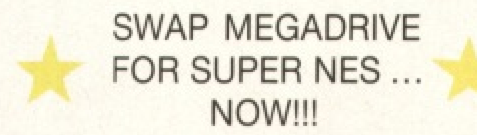
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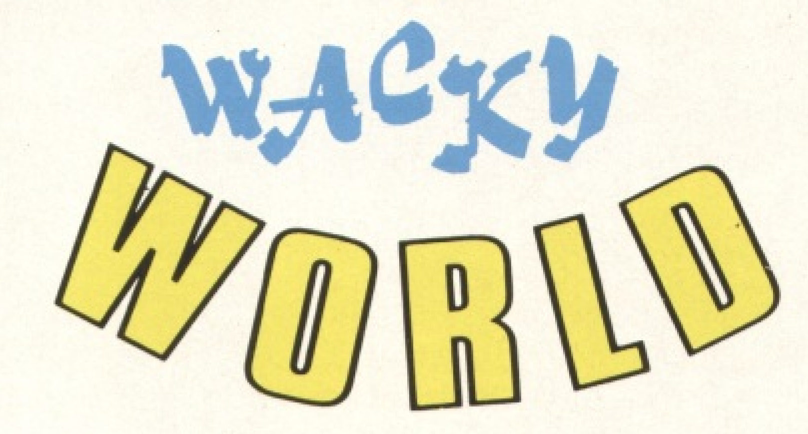
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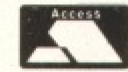
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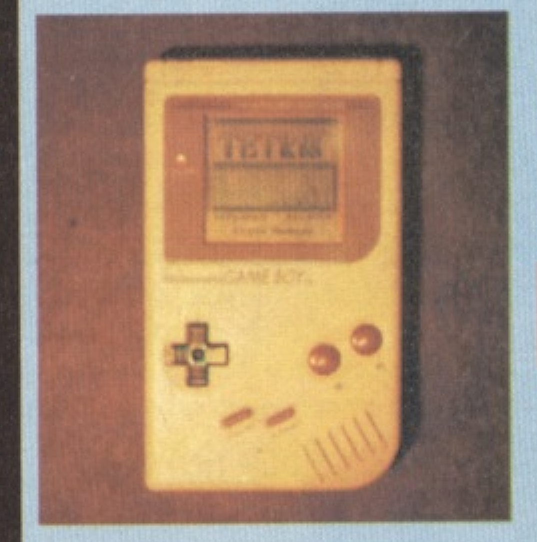
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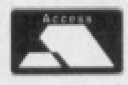
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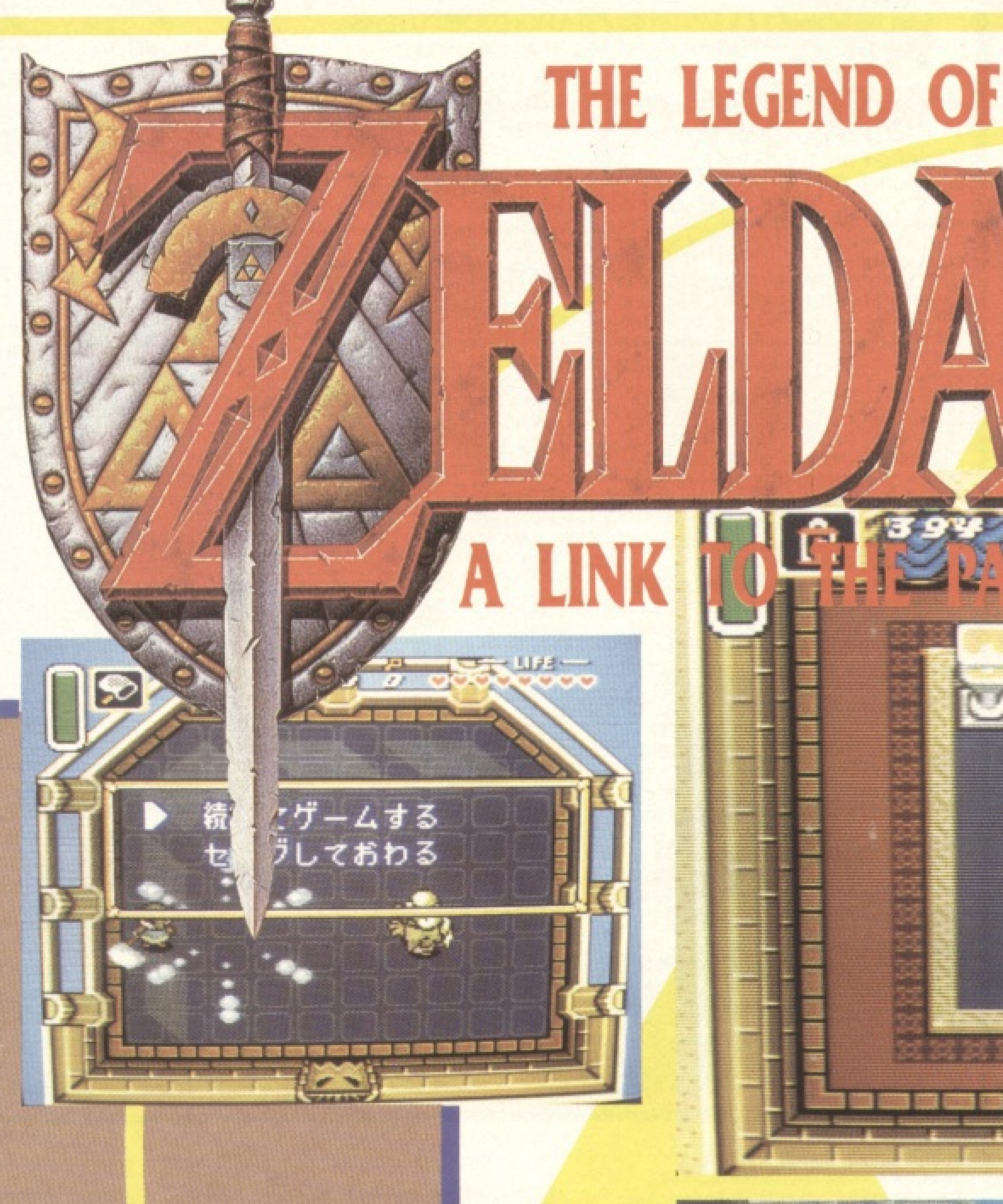
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STORY

Princess Zelda has a number of rather peculiar pastimes. Perhaps the strangest of them all is her bizarre ability to get herself kidnapped by the forces of darkness at a moment's notice. Every time this occurs, it's down to a young hero named Link to sort out the mess by rescuing the fair princess and decking the denizens of evil that abducted her.

He carries this out by running around the multi-directionally scrolling land of Hyrule, slashing evil minions with his chopper and infiltrating enemy complexes in search of his beloved princess. Luckily, the land is not completely infested by the disciples of darkness. There are also many humble peasants who help Link out by giving him clues, sending him on mini-quests and pointing him towards the locations of mystical objects.

However, Link has a long and arduous task ahead of him, for he receives word that Zelda has been removed from the very fabric of space and time. She languishes in the deepest dungeon of the Prince of Darkness, whose kingdom isn't even in this dimension!



▼ *Push back the swords behind the two cute pink thrones to reveal the hidden entrance to the church*





▼ *An evil dimension-type boss!*



A MAP TO END ALL MAPS

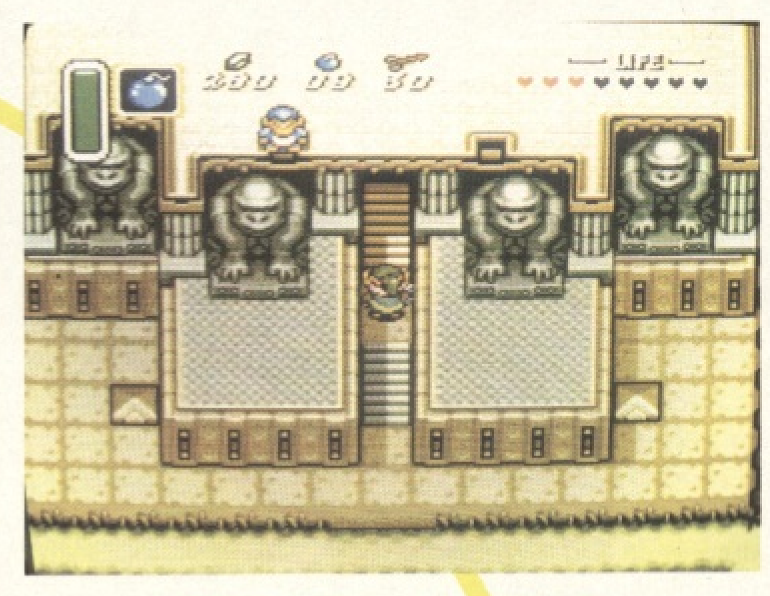
Getting your bearings in Zelda III couldn't be simpler. One button press brings up a map of Hyrule and you can either view this in its entirety or scroll around bits of it courtesy of the Super NES' spin 'n' scroll custom graphics chips. Either way, the location of your next quest always flashes on the map along with your current location to help you on your way.







▼ *This little monkey wants 10 jewels or he won't let you pass through the gorilla guarded gates!*



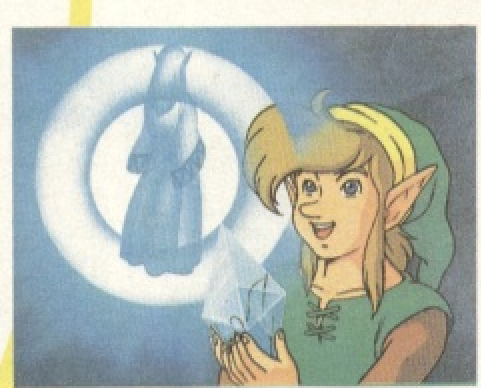
MIRROR, MIRROR ON THE WALL

Halfway through the game, Link faces up to a massive guardian in the dark castle. After this evil being is defeated, you are warped into the other dimension where the Prince of Darkness resides. One check of the map reveals that the geography of this evil dimension is much the same as your homeland, but the creatures that wander around are much more dangerous! Luckily, Link can warp back to his native dimension by making use of the mirror that he finds on his travels. Hurrah!













WHAT A BOMB-ER

Link is something of an expert when it comes to explosives, which comes in handy in this vast quest. There are many false walls or rock-falls found in the game that Link can open just by planting a bomb! With the obstruction blown away Link can progress, and may even find a secret item for his efforts. Bombs can also be dropped and thrown at enemy sprites!



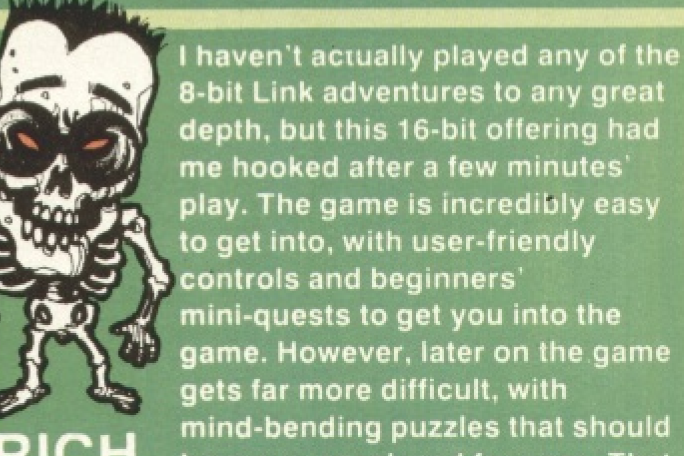




▼ *Link's magic warp mirror*



COMMENT

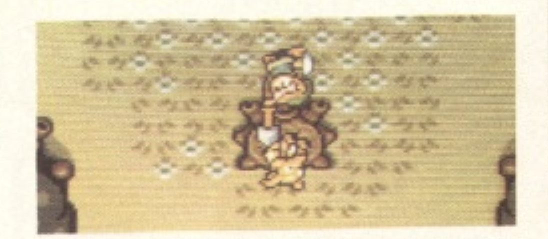


RICH

I haven't actually played any of the 8-bit Link adventures to any great depth, but this 16-bit offering had me hooked after a few minutes' play. The game is incredibly easy to get into, with user-friendly controls and beginners' mini-quests to get you into the game. However, later on the game gets far more difficult, with mind-bending puzzles that should have you perplexed for ages. That isn't to say that Zelda III is lacking in the action department. The amount of enemy minions to slap about and the awesome line-up of bosses make for a game that requires all of your arcade skills as well as your puzzle-solving talents. Zelda III is the ultimate exploration game on a console and ranks as yet another essential Super NES purchase!









OBJECT-ION, YOUR HONOUR

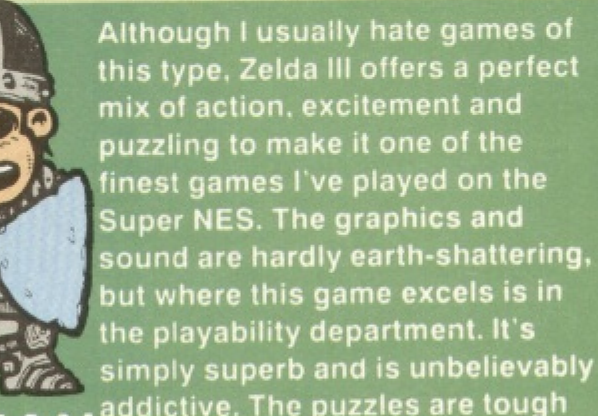
There are hundred of objects in the land of Hyrule, just waiting for Link to collect. These are stored in Link's patented dimension-warping trouser pockets which enable him to carry as many items as he likes. The amount of objects available is quite incredible, ranging from bombs to boomerangs and mirrors to mushrooms! All of these play an important (or not-so important) part in the game.



SLASHING WITH YOUR WEAPON

The first major quest in Zelda III sees Link trying to pull a powerful sword from a stone in the forest. However, the only way he can get his hands on this powerful weapon is to track down three amulets and retrace his steps back to the sword. However, each amulet is coveted by a guardian of evil in its own evil domain and actually getting hold of one of these magical items is a mini-quest all of its own!

COMMENT



JULIAN

Although I usually hate games of this type, Zelda III offers a perfect mix of action, excitement and puzzling to make it one of the finest games I've played on the Super NES. The graphics and sound are hardly earth-shattering, but where this game excels is in the playability department. It's simply superb and is unbelievably addictive. The puzzles are tough but they're logical (the answers are usually staring at you in the face) and the feeling of satisfaction when you suddenly work out what you need to do and start to make headway again is what makes this game such fun to play. Zelda III is a massive game, has enormous depth, offers weeks of intensive, highly enjoyable play and should be put at the top of your shopping list.

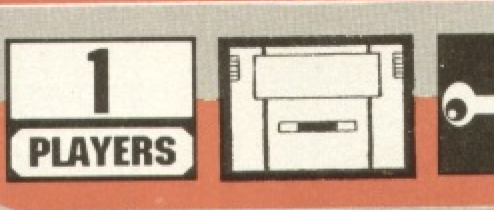


BY: NINTENDO

PRICE: TBA

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: MEGA

1 PLAYERS



PRESENTATION 83%

The attract screens are unimpressive, but the ace controls and the occasional clues given more than make up for it.

GRAPHICS 82%

The sprites are small and the backdrops are quite simplistic, but the graphics do the job really well.

SOUND 81%

There are completely brilliant sound effects, although some of the music is repetitive.

PLAYABILITY 94%

Getting into the game is easy and the unusual style of play is very compelling.

LASTABILITY 95%

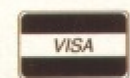
There's an absolutely vast quest here, full of thrills and excitement and it should keep you occupied for months.

OVERALL 95%

Zelda III is simply the greatest exploration/adventure game available for a console! Don't miss it.

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Peter Pan is back in Never-Neverland, but this time his child-like friends have been kidnapped by the totally evil Captain Hook! Not only that, but the despicable sea-faring pirate has dispatched his hordes of cut-throat chums to take over Peter's native homeland! Pete reckons that enough is enough, and with his fairy pal Tinkerbell plans to disrupt Hook's antics by disposing of the rampaging rapscallions and tracking down his imprisoned friends.

What this all boils down to is a lot of scrolling platform-related malarkey as Peter runs around picking up food and indulging in swordplay with Hook's evil minions. Once enough food has been collected and a few minions have been disposed of, the word EXIT flashes, enabling Peter to make use of the fine portal out of that particular level.

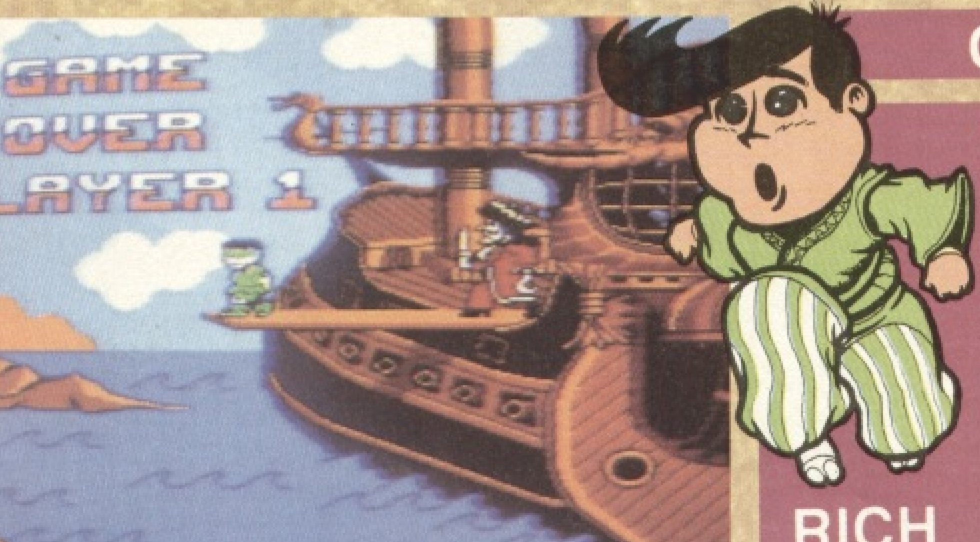
But as you may expect, there are many stages to the game to complete before Peter reaches Hook's pirate galleon, where his infantile friends remain imprisoned.

THE NEVER MAP

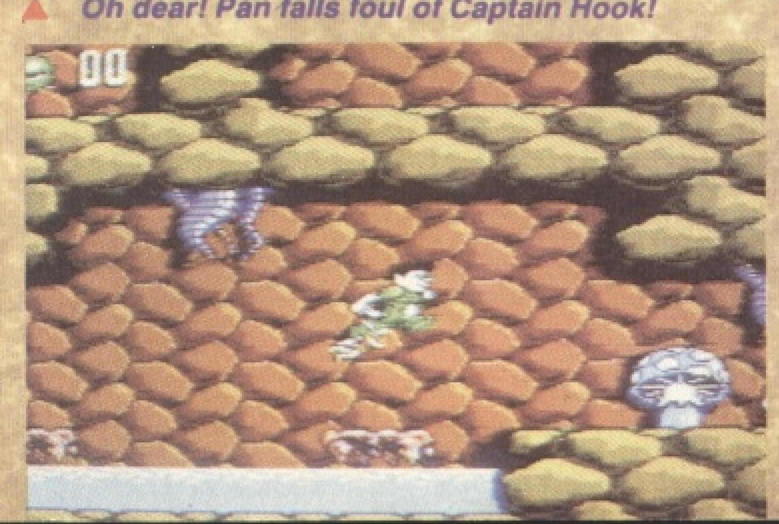


Your progress through the game is charted with the aid of this fine map. As is to be expected, the little man icon shows your exact whereabouts on the island. The joypad is used to fiddle about with your compass, which allows you to select your next destination. Usually, completing one level opens up many new routes and levels.

HOOK



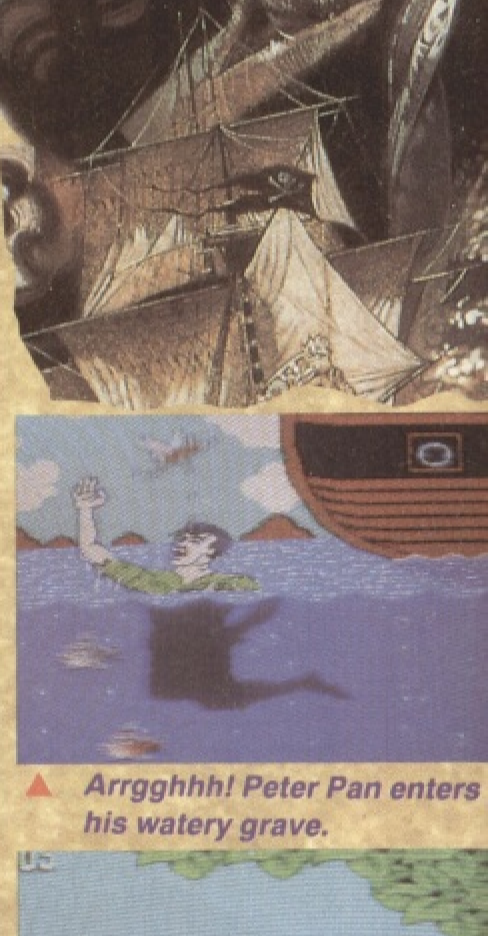
Oh dear! Pan falls foul of Captain Hook!



COMMENT

RICH

Hook starts out well enough with some excellent graphics and smooth arcade action. The problem is that the game itself is just too sedate to be really exciting to play. Getting around each of the (admittedly very large) levels becomes quite a chore and there isn't really much skill to the sword-fights you indulge in as you walk around picking up objects. What I do like about the game is the fact there are loads of levels (just look at all the crosses on the game map) and the fact that each level takes some beating. I also like the mini-puzzles you have to complete in most of the stages. Unfortunately, this doesn't change the fact that it seems to be quite dull to play. Perhaps if the game was faster, with more exciting combat, this could have been a winner. As it is, NES owners are spoiled for choice when it comes to platform games. Unfortunately, Hook just doesn't compare with the likes of Mario or Megaman.



Arrgghhh! Peter Pan enters his watery grave.



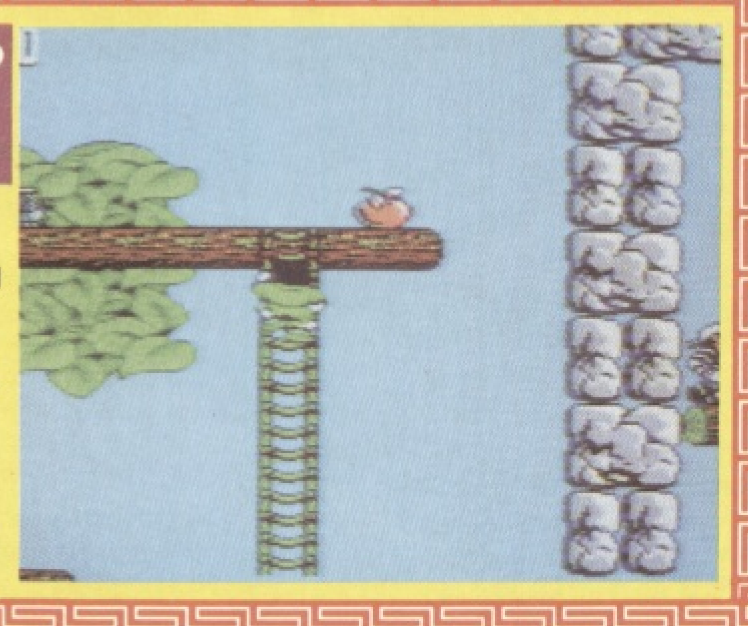
PETER PAN AND HIS MAGIC CHOPPER

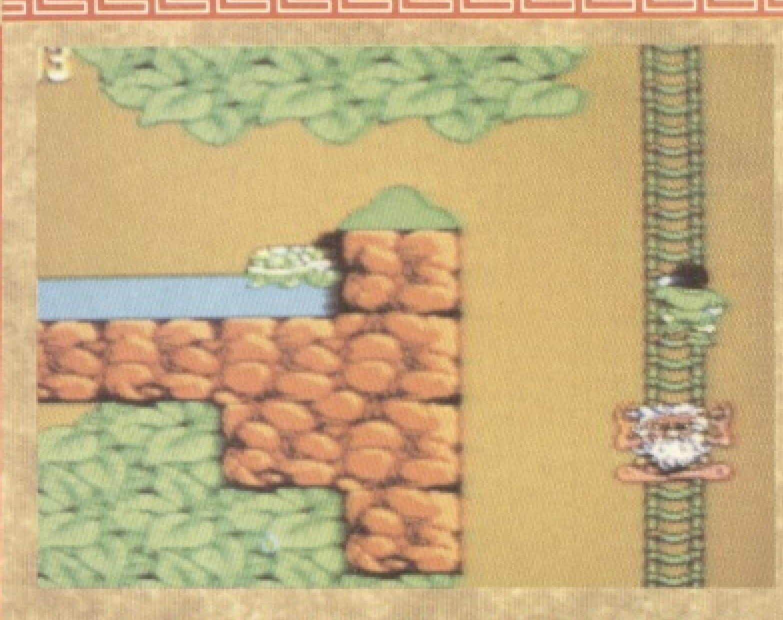


Peter Pan is well-endowed in the weapons department, wielding a mighty sword with which he pokes his opponents. Most enemy sprites require two swipes to successfully dispatch. However, your foes have swords of their own and they're not afraid to use them. This results in some fierce sword fights - to the death!

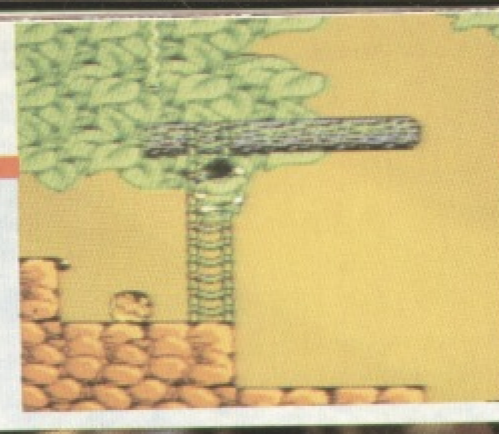
PICKING UP FLASHERS

Dotted around the scrolling platform landscapes are flashing items. Picking these up is essential if you are to complete the level. Sometimes there are a number of mini-tasks to complete as well. For example, at the Never Tree level, there are many basketballs and suspended hoops. It's your job to slam dunk the whole lot of them in order to make the exit open.

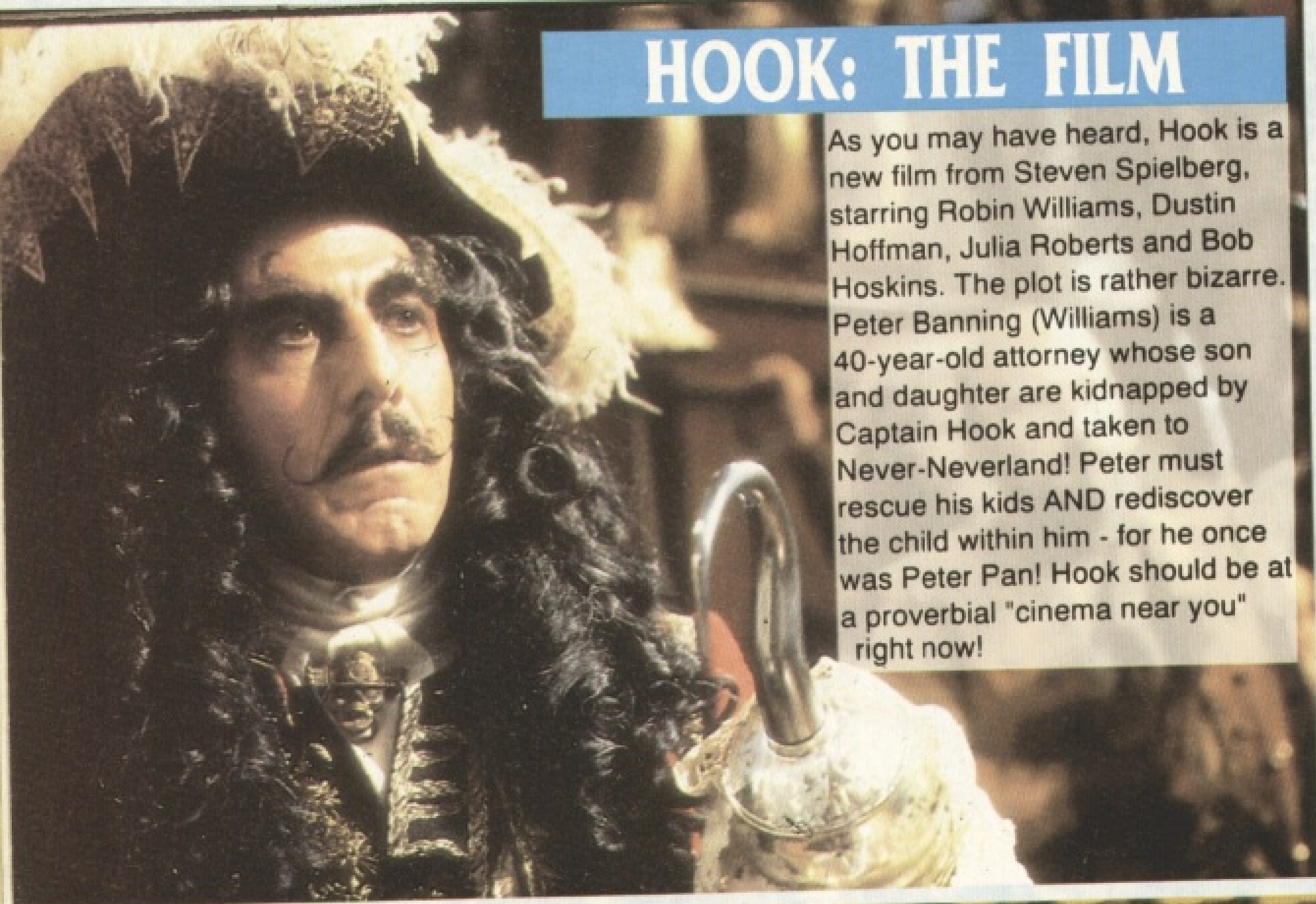




▲ *Pan scales a ladder to evade the clutches of a wizened old man!*



Phewee! Here we see Peter Pan climbing a ladder! Wow!



HOOK: THE FILM

As you may have heard, Hook is a new film from Steven Spielberg, starring Robin Williams, Dustin Hoffman, Julia Roberts and Bob Hoskins. The plot is rather bizarre. Peter Banning (Williams) is a 40-year-old attorney whose son and daughter are kidnapped by Captain Hook and taken to Never-Neverland! Peter must rescue his kids AND rediscover the child within him - for he once was Peter Pan! Hook should be at a proverbial "cinema near you" right now!

COMMENT



JULIAN

Hook certainly has plenty of things going for it. It's got loads of levels, each a vast playing area in itself, it's challenging and it also sports some impressive graphics. However, it has a big millstone around its neck in the form of its dull and rather uninteresting gameplay. The pace of the action is sedate to say the least, the combat element isn't much fun and there's simply not much variety. Most of your time is spent making your way around the huge map searching for items, which simply isn't much fun. Had there been more combat, more interesting platform environments and lots more different baddies, this could have been quite neat. As it stands it has nothing to make it really stand out of the very competitive platform marketplace, and it's totally eclipsed by games like Mario, Megaman, Blaster Master and Jackie Chan Action Kung-fu.



TINKERBELL OF DOOM



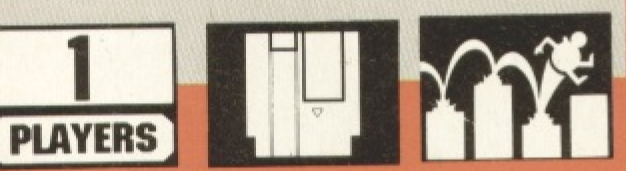
You wouldn't usually think of the character of Tinkerbell as a psychotic killer, but that's exactly what she is in this video game interpretation of the movie. Collect her and she follows you about until Peter chooses to point his finger of death at some unsuspecting lackey. This causes Tinkerbell to fly straight at the enemy, instantly disposing of the hapless minion on contact!

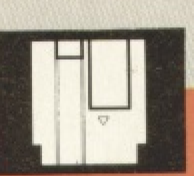


BY: OCEAN

PRICE: £39.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: OKAY



PRESENTATION 68%
A few options to twiddle with, a continue feature and some text screens with Tinkerbell flying around.

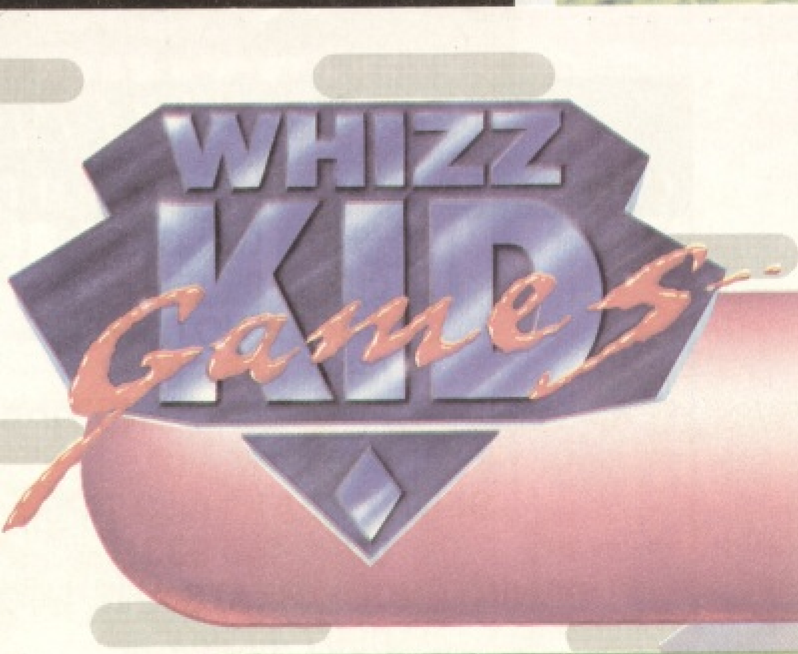
GRAPHICS 80%
The sprites are quite poor, but the backdrops, for the most part, look quite smart.

SOUND 59%
The sound effects are dull and the tunes rather annoying.

PLAYABILITY 74%
Although the action is smooth, it just really isn't that exciting.

LASTABILITY 75%
It's a massive game, so if you enjoy the action you'll be at it for ages.

OVERALL 72%
A potentially fine game marred by a lack of variety and excitement.



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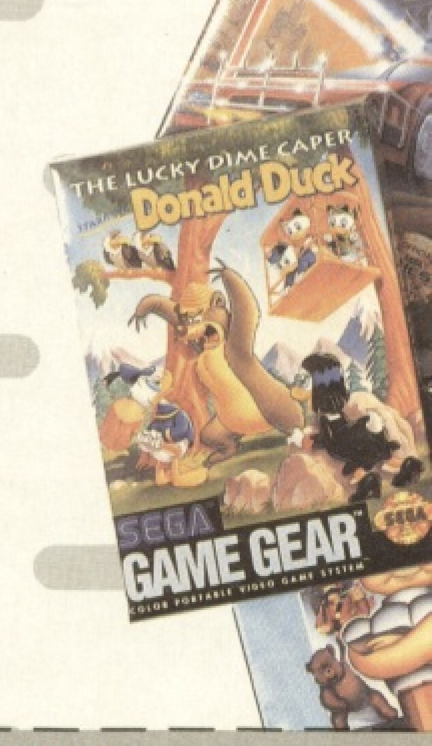
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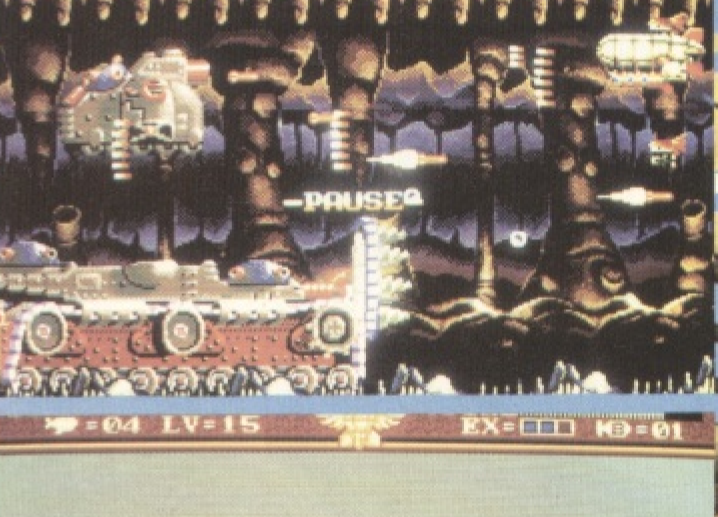
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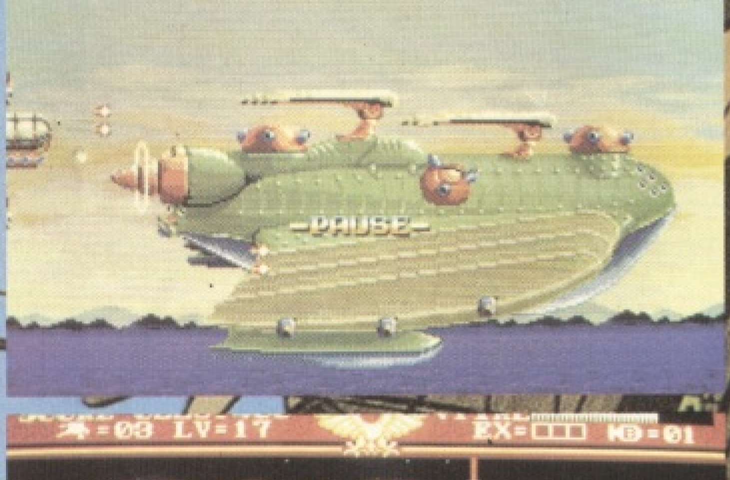
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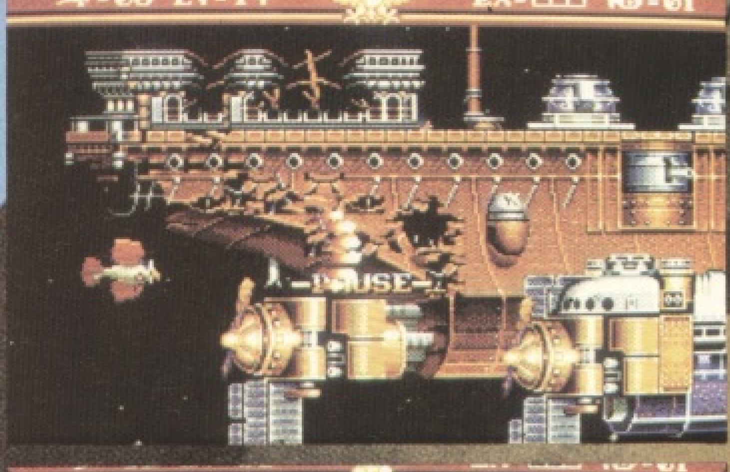
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STEEL







Imamio Thunder might sound like a sad Japanese pop band to us, but to the citizens of the Steel Empire it is a moniker to be feared. The Imamio Thunder is in a fact a big gun with the power to destroy large areas of cities. As you may expect, this super-powerful weapon has fallen into the wrong hands, those of the Motorhead empire, who are now embarking on a mission of conquest across the globe. Only one force stands in the way of the evil Motorheads and that is the Silverhead Empire - to which you have sworn allegiance. Thus it falls to you, controlling a fighter team, to destroy as many Motorhead war engines as possible and blow up that big gun.

Steel Empire is a horizontally scrolling shoot 'em up set in a Super-Science Industrial Revolution era, replete with steam-powered flying ships and cities in the sky. It is your job to hunt down all the Imamio Thunder weapons in possession of the Motorheads and destroy them. This sounds easy enough until you find that each one is mounted on a nigh-on indestructible war machine up to three screens long! Are your flying skills up to the challenge?



'PLANE TO SEE

At the start of each level you are given a choice of two aircraft, each of which is equipped in a different way. The first is a bi-plane which boasts a small machine for air-to-air defence and a larger gun to strafe lower targets. This combined with its great speed and maneuverability make it ideal for air-to-ground combat. The second craft is a small airship (although it still dwarfs the 'plane). What this Zeppelin lacks in speed it makes up for in resilience to attack, and its powerful cannons make it ideal for air-to-air japery.













EXPAND YOUR WEAPON

Roaming around the skyways of the Steel Empire are scores of goods-carrying airships. Destroy one and their contents spin out into the ether. The goodies they carry include extra energy, option 'planes which follow you around the screen blasting as they go, electrical storm smart bombs and extra lives. Some airships also carry experience icons. Collecting three of these advances your firepower (and your options) by one level, and there are twenty levels of power in all!

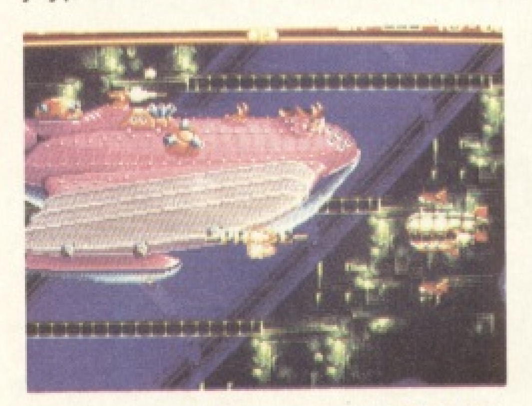
CASTLES IN THE SKY

Fans of Japanese animation may experience some deja vu whilst playing Steel Empire. Most of the sprites, backgrounds and guardians are taxed from a brilliant film called Laputa - City in the Sky. Laputa was a film based on a book called, funnily enough, Steel Empire, written in 1816. It features the exploits of two children, a magic pendant, a gang of sky-pirates, an evil government and a city held aloft by giant propellors (called Laputa), not to mention a horde of magic warrior robots. The visual effects are certainly stunning, and it's surprising quite how well Steel Empire captures the atmosphere of the film. If you can track down a copy of Laputa, it's well worth a look.

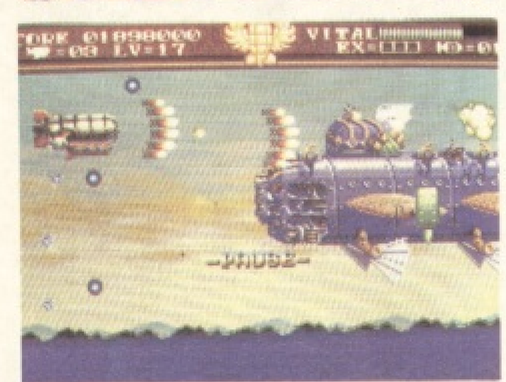


TWO-WAY FUN

It's just as well that Steel Empire casts you as a two man crew of pilot and gunner - the amount of enemies swarming on-screen makes your bi-directional fire essential. Steel Empire has not one but two buttons to operate your main guns. One fires them to the left, and the other to the right. So if some micro-planes try to sneak up your rear end, they can be easily disposed of without joypad stress.







COMMENT



RAD

Laputa is one of my favourite films, so I've been waiting for this since I saw the first screenshots. It must be said that Steel Empire is stunning visually. The sprites and multi-layered backgrounds are superbly detailed and coloured (although blatantly stolen from the film) and the game is full of smart effects, such as the mist on level two and the sea on level four. What's best is that the gameplay comes close to the standards set by the graphics. The two-way fire makes things a bit more interesting and there's always plenty to do on-screen at any time. However, there are one or two faults. Firstly, when there's loads going on and the screen is stuffed with sprites, bonuses and bullets, Steel Empire does suffer quite badly from slowdown. Secondly, most of the challenge in each level is held with the end-of-level guardian, so if you've got any objections to multi-phase bosses which keep drawing new weapons or transforming, Steel Empire quickly becomes boring. The game is also way too simple on EASY mode - set the difficulty to HARD for a decent challenge. Although the gameplay could never be called original (one of the guardians looks suspiciously like the Dreadnought from R-Type), the atmospheric graphic feel and frenetic action make Steel Empire a worthy purchase for blasting fans.

COMMENT



JULIAN

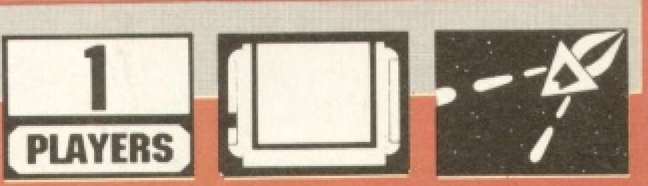
I have to disagree with Rad on this one. Gorgeous looking it might be, but Steel Empire didn't provide me with much excitement. There's no originality or surprises in the gameplay (with elements taken from R-Type, UN Squadron and P-47 amongst others you immediately get those seen-it-all-before blues), there's only one weapon and the challenge level is very, very low. It's possible to finish it on EASY on your first go, NORMAL requires a couple of credits, and HARD takes an hour or two to conquer. If you're a shoot 'em up beginner, you might find this fun, but anyone who's played a few games of this type simply won't get full value for money. Try Gynoug or Hellfire instead. Both were recently officially released and offer superb, highly addictive and challenging gameplay.



BY: HOT B

PRICE: £35.00

RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: VERY QUICK



PRESENTATION 91%
Loads of options and groovy in-game presentation.

GRAPHICS 94%
Stunning sprites and backgrounds in a refreshing style make this a graphics-fest of considerable proportions.

SOUND 78%
There are adequate tunes and some decent blasting effects, but on the whole the sound could have been better.

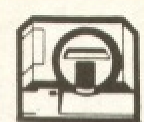
PLAYABILITY 82%
The simple and straightforward blasting action and low challenge level means this is

LASTABILITY 59%
Very easy to complete on all levels, and even though you might come back to it once finished

OVERALL 70%
A potentially brilliant, superb looking game which is let down by its lack of challenge.



MEGADRIVE



REVIEW

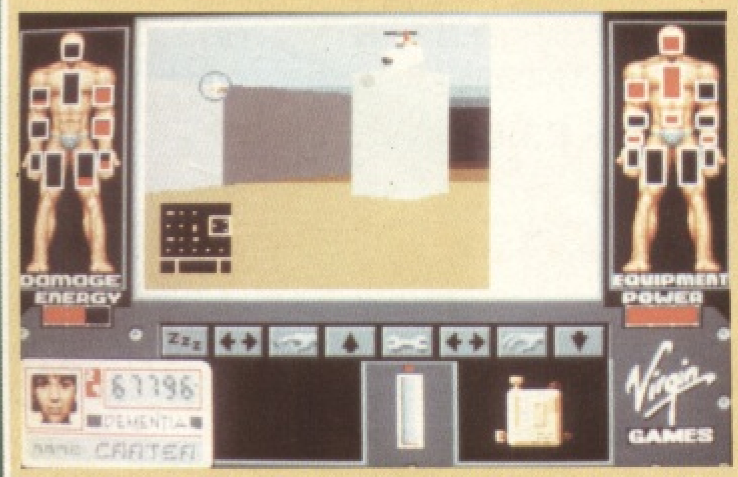
Androids play an extremely important role in 21st Century society. These emotionless, tireless machines carry out all the dirty jobs that people used to do, from simple housework through to fighting out wars on the front lines or flying 'planes. UCC are the biggest producers of androids in the world, supplying hundreds of countries with many different types of robotic machinery. The Corporation, as UCC are also known as, have a massive influence over many governments and can warp the course of justice to suit their own selfish ends.

The benevolent Agency have been alerted to a series of highly illegal genetic experiments being carried out in the Corporation's massive skyscraper headquarters. Apparently, the evil members of the Corporation board want to maximise profits by selling these killing mutants to the highest bidder. However, the Agency have no proof of this and cannot take action against UCC. It's down to you as one of the top secret agents in the world to infiltrate the Corporation and locate some embryonic genetic mutations to use as hard evidence.

The action is portrayed in first person 3D, using a mixture of polygons (for the corridors) and sprites (for objects and enemies) to create the display. Your objective is to explore the Corporation building, collect equipment and solve puzzles in order to reach the higher floors of the UCC building.

The Corporation do not take lightly to unauthorised intruders and as such, you meet some of UCC's more gruesome genetic experiments on your path through to the heart of the building. Luckily, you are armed with blasters - but will they be enough against some of UCC's deadliest killing machines?

STEALTH 'N' SABOTAGE



Dotted around the Corporation corridors are monitor cameras (as seen in your local building society). These devices scan the building, alerting the inhuman guards to any shifty-looking security violators (like you). Later levels boast even more fiendish traps in the form of invisible infra-red laser beams and pressure pads. Luckily, the security system on each level can be deactivated or you can just blast the hell out of any cameras you see, the effect is much the same.



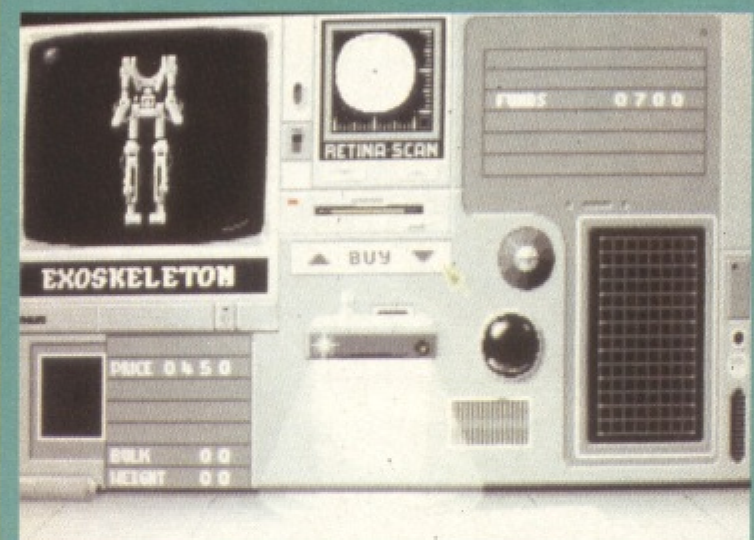


The Agent Select screen. Choose your persona and then select some equipment to help you out.



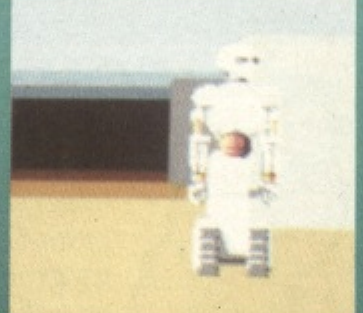


EQUIPMENT SHOPPE



After selecting your agent, you are free to purchase some equipment. This includes explosives, blasters, power-packs and even jet-packs. On this screen you can also equip your spy with bionic power-ups which help in hand-to-hand combat. The only limit to these activities is the amount of cash residing in your bank account!

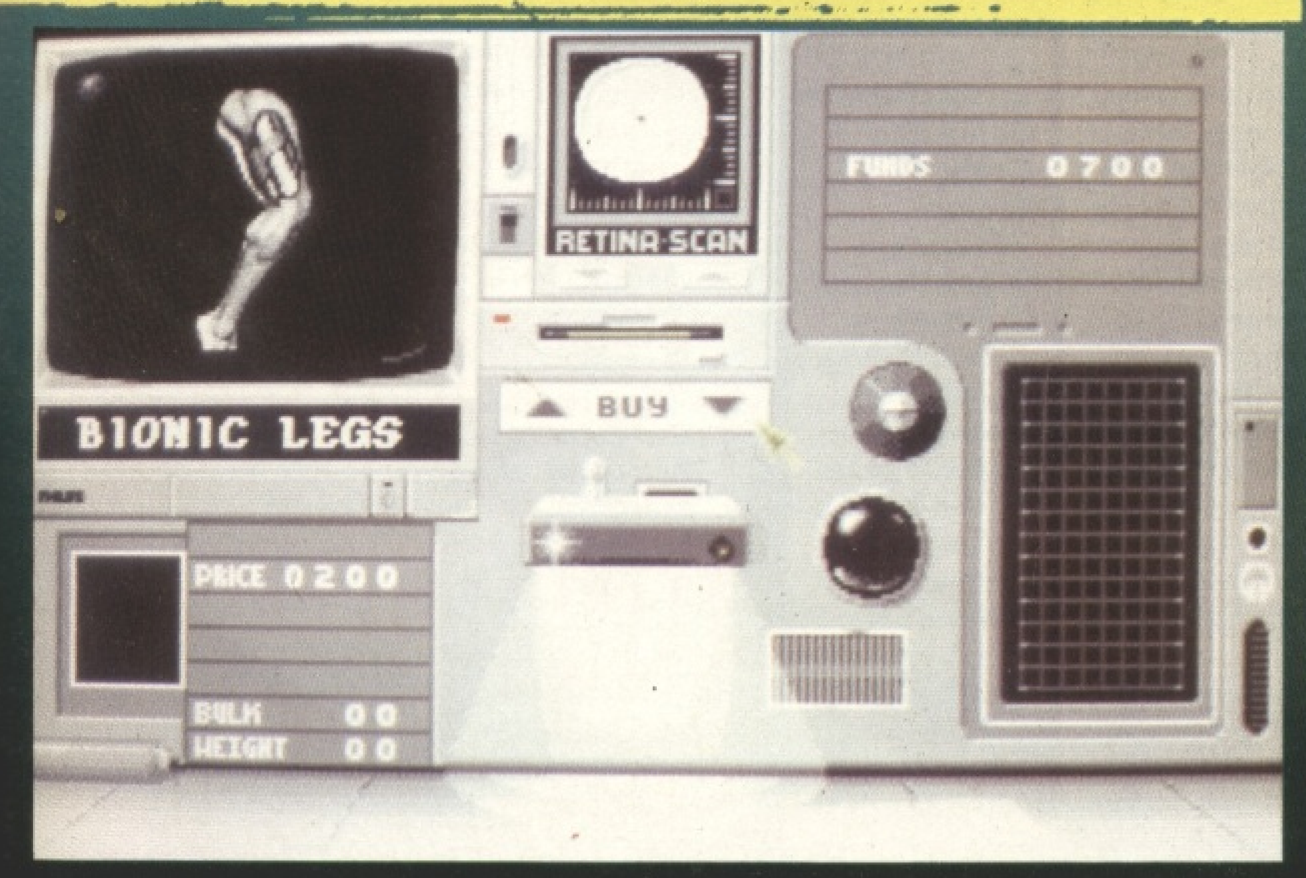




PASS CARD CONUNDRUMS



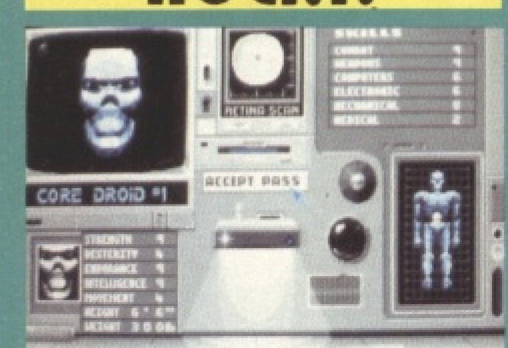
At the beginning of the game, you only have access to a couple of levels of the Corporation building. To gain access to the more dangerous levels of the skyscraper, you need to get your hands on access terminals that are hidden deep in the Corporation laboratories. Plug in your card and select UPDATE ACCESS to upgrade your card. You should now have access to more levels of the building.



Here, our agent hero is selecting some extra limbs for use in the game. Bionic legs, as shown here, speed up your travel.




SELECT YOUR AGENT!

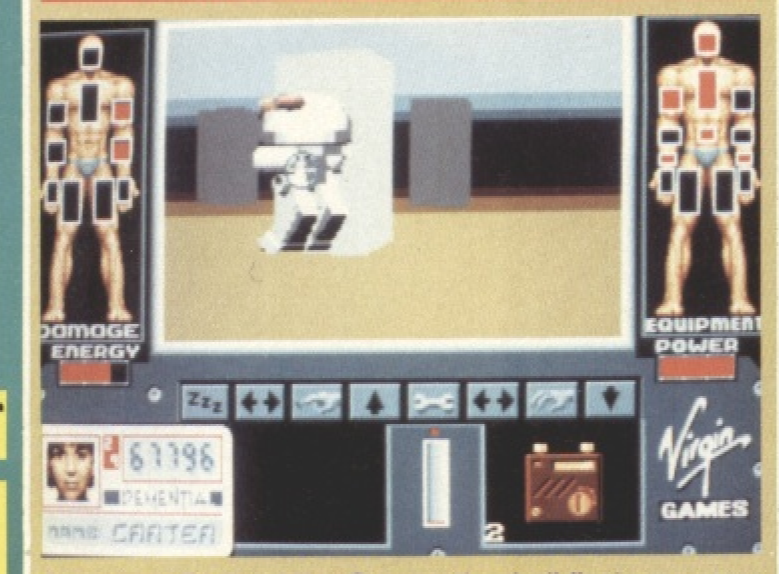


At the beginning of the game, the player chooses which agent they wish to play as. There are six agents in all to choose from - two men, women and androids. Each agent is proficient at different secret agent skills, even down to paranormal mental abilities. However, androids do not possess any psychic skills.



▼ Track your progress with the mini-map in the corner.

BLASTING THRILLS



As you walk about the Corporation building, you come across various security droids and mutants out to dust any suspicious-looking infiltrator (that's you). Luckily, you start the game with a decent enough blaster and more weapons are found around the building. Just select the weapon of your choice and blast away! Should you sustain any damage, keep a look out for medical kits (if you're human) or some micro chips (should you be an android).

COMMENT



RICH

Corporation impressed me immediately with its excellent user interface and decent gameplay. The thing is, not matter how long I played the game I kept coming away with the feeling that I had hardly scratched the surface of the game - it's that deep and complex. The graphics (particularly the presentation screens) are very impressive, although I found that the corridors looked very samey. I got lost very quickly because there isn't that much in the way of distinguishing features. The sound is good, with a decent enough soundtrack accompanying the action. I was a tad disappointed with the sound effects though as they are flat and quite uninspiring. At the end of the day though, Corporation wins through in that it is a very challenging game with many levels to play through and the gameplay should appeal to most Megadrive players.

COMMENT



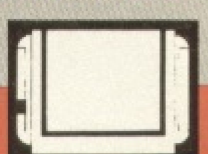
JULIAN

Corporation is both original and highly impressive. From the opening screens the game captures you with its excellent atmosphere and you just want to keep on playing and playing to solve its many mysteries. Making a map as you go along certainly helps since it's very easy to get lost in the massive maze of bland and empty corridors. The game is very challenging, and plenty of time and effort is required to get the most out of this game, which means ardent arcade game players with attention spans of a few hours won't really enjoy the action. But if you don't fall into that category and are after something that's different, intriguing and packs a load of long-lasting gameplay, this should be checked out as soon as it's available.



BY: VIRGIN
PRICE: £TBA
RELEASE DATE: JUNE
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GOOD






PRESENTATION 90%
Some good options at the beginning of the game, along with excellent presentation screens.

GRAPHICS 80%
The graphics are sometimes indistinct, but the overall look is quite impressive.

SOUND 80%
A good tune plays throughout along with functional effects.

PLAYABILITY 84%
Easy to get into with a user-friendly icon system.

LASTABILITY 87%
There are many levels to explore, each with many puzzles, so you should be at this for ages.

OVERALL 86%
A high quality, atmospheric role-playing adventure game. Recommended.

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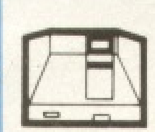
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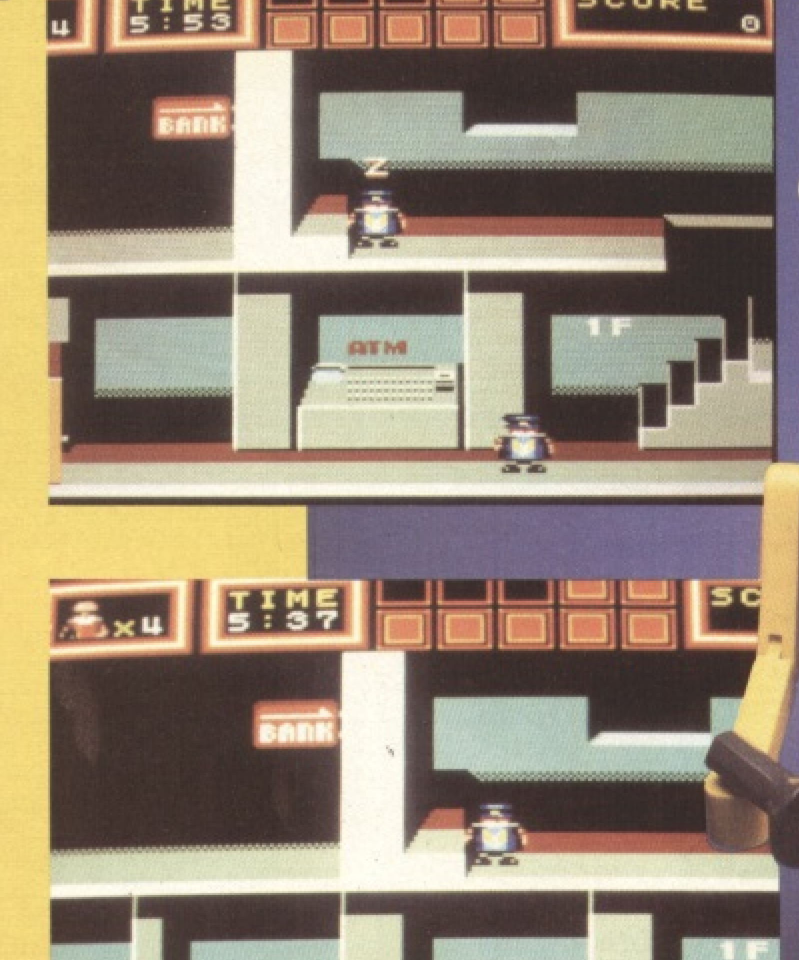
The Police Chief of Badville has a nagging problem. Try as he might, he just can't accumulate enough evidence to put the evil Mr Big out of business and send him to the slammer. However, he has a cunning idea that might just work...

He knows all about the knockabout, slapstick antics of those incompetent burglars, the Bonanza Brothers, and decides to call them up and force them into raiding Mr Big's hideouts and pinching his many valuables. These valuables can be used by the Chief to incriminate Mr Big thus ending his reign of crime-related terror.

As you may have gathered, you take control of one of the Bonanza Brothers and it's your job to strut the four-way scrolling corridors of Mr Big's hideouts, half-inching anything valuable that crosses your path. But your evil adversary isn't completely thick. He has hired several security companies to look after his goods, and their orders are to shoot to kill. Luckily, the Bonanza Brothers have guns of their own and can even use the scenery to their advantage, splatting their foes behind doors and the like.

There are ten hideouts for the Bonanza Brothers to raid before the Chief has enough hard evidence against the syndicate to close down their operations... for good!

BON... B...





▲ *A police man is dazed as one Bonanza Brother lets rip with his shooter.*

▶ *Watch out! Standing in that position makes you vulnerable to being smashed in the face with the door!*

BONANZA ACTION



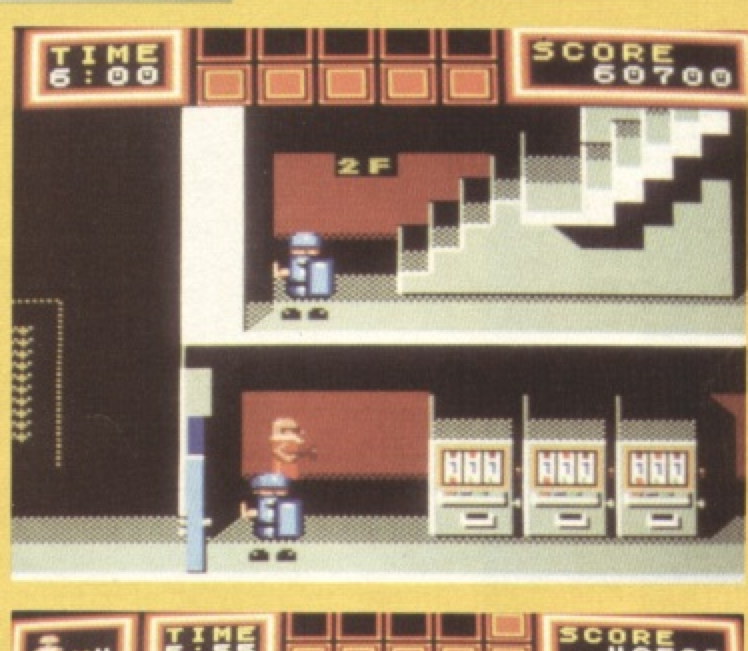
Don't be misled by the title, or indeed the fact that the game is converted from a split-screen two-player coin-op. The Master System version of Bonanza Brothers is ONE-PLAYER ONLY! However, on the option screen you can choose to be either Robo or Mobo Bonanza. This is pretty pointless though as neither character plays any differently whatsoever.

COMMENT



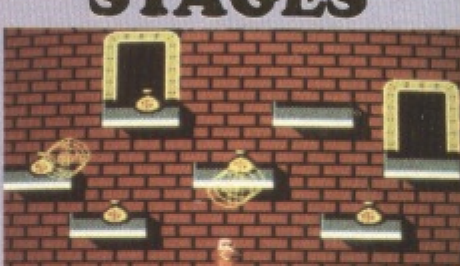
RAD

Master System Bonanza Brothers bears an uncanny graphical resemblance to its Megadrive counterpart, with well animated sprites and loads of colour. The gameplay also comes close to the Megadrive - which is a bit of a shame really, because it wasn't all that good. The runny-jumpy-shooty action is good fun up to a point, but it eventually becomes repetitive and dull. Add to this the fact that the two-player mode of the original has been left out and you have a distinctly suspect title. For diehard Bonanza maniacs only.



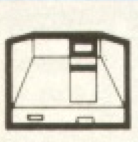


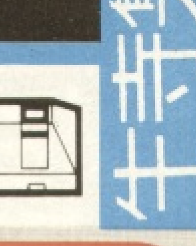
BONUS STAGES



Stages two, four and seven are bonus levels, where the bungling burglar has the opportunity to collect some good old fashioned hard cash. These levels involve our light-fingered hero jumping around a single screen of platforms, collecting bags of cash and dodging enemy gun sights. Should Mr Bonanza be scoped out before he's collected all the money, the stage ends.

REVIEW

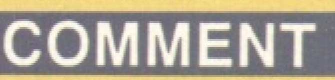




BONANZA BROS



▲ *Mr Bonanza gets tough.*



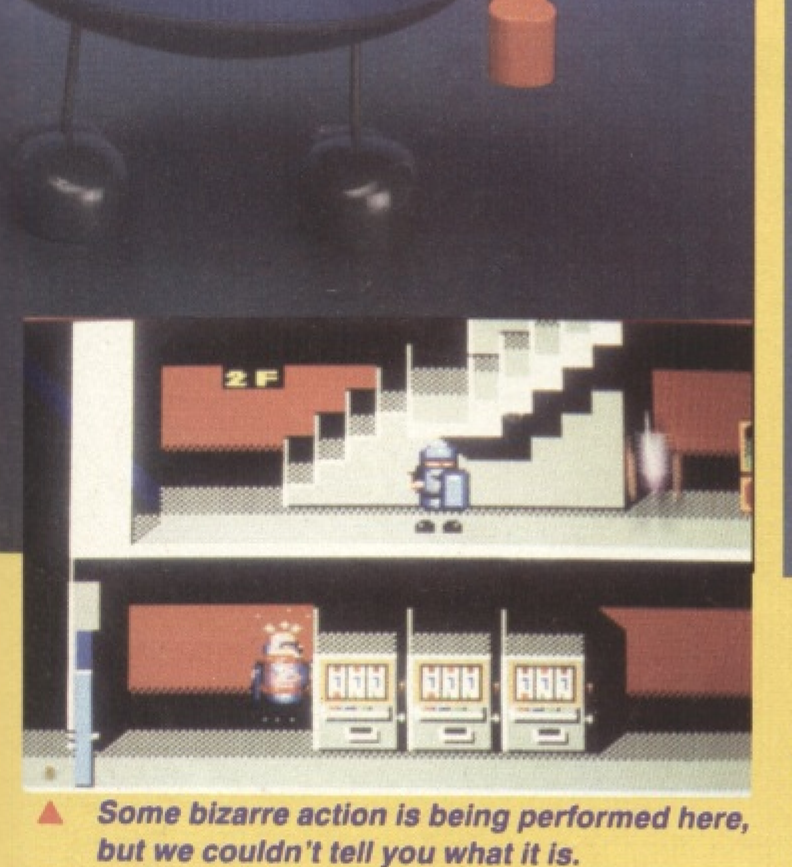
COMMENT





RICH

The arcade game was okay, providing a good laugh and plenty to do in exchange for your 20p, but the game just hasn't got enough depth to make this Master System conversion worth £29.99. There are only ten levels and you can play through the whole lot during your first session. Also, making things a lot worse is the rather sad inclusion of a level select cheat in the manual - doh! Also, I think Sega have a bit of a cheek calling this game Bonanza Brothers at all, since only one player can play at once. This in itself removes one of the best features of the original game. It's a great shame really, because otherwise, this is quite a close conversion of the coin-op in terms of graphics and sound. Even without the other player it's an enjoyable game in the short term but it just isn't worth the money at all.



▲ *Some bizarre action is being performed here, but we couldn't tell you what it is.*

CHECK OUT THE MEGADRIVE!

Bonanza Brothers is also available on the Megadrive. Unlike the Master System game, this version has split-screen action like the original arcade game and incorporates every feature that the coin-op has to offer. The only problem is that the game is extremely easy to complete because of the large amount of continues the game endows you with.



BONANZA BROS.
PRESS START BUTTON
© SEGA 1990, 1991

BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: VERY EASY
LIVES: 5
CONTINUES: 4
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1-2 PLAYERS

PRESENTATION 70%
Plenty of options to tweak, including the choice of Bonanza Brother. The attract sequence is okay as well.

GRAPHICS 79%
Very close to the coin-op, with cute sprites and bizarre, but still decent backdrops.

SOUND 78%
The music is quite annoying, but the sampled sound effects are really quite good.

PLAYABILITY 80%
Getting into the game is very easy and the action is quite addictive...

LASTABILITY 45%
...But the levels are very easy to complete and you should finish the game in your first sitting.

OVERALL 57%
Bonanza Brothers is quite a good game, but there just isn't enough game to warrant the large price tag.

SUPER SOCCER



▲ *Up the right wing...*



▲ *Towards the goal...*



Have you ever fancied becoming the manager of one of the world's greatest soccer teams? Does the idea of taking to the pitch yourself and scoring that winning goal fill you with unbridled, pulse-racing excitement? If the answer to both of these questions is in the affirmative, this game could be the one for you.

Super Soccer revolves around the escapades of the professional football teams which represent sixteen countries of the world. Each team is vying for top position in the renowned Human International Cup, sponsored by the game's creators, Human Inc.

The game uses the Super NES spin 'n' scroll custom graphics chips to create a brilliant third person perspective scrolling pitch. You always take control of the nearest player to the ball and use your soccer skills to outwit the opposition and score goals. Control of the spherical item is simple, since the superglue-sponsored ball sticks to the players' feet as they make a run.

Do your goal-scoring skills rank alongside those of the legendary Gary Lineker or have you all the shambling qualities of the school spaz? You'll find out for sure when you play Super Soccer.



▲ *Real Formation Soccer.*





Each of your players are capable of a number of different sporting-type moves. For starters there are basic passes which tap the ball along the ground towards the nearest friendly player. Then there are volleys, which take many forms. It may be a straight kick, a diving header or even a spectacular overhead bicycle kick. The volley control is best used for shots at goal, given its superior power and controllability.

TWO-PLAYERS!

Just like most sports games, Super Soccer enables one or two players to compete in the football-style proceedings. It has to be said that there is an advantage in going up the pitch, because owing to the bizarre perspective, more of your players are visible at once. However, just like the real thing, you change sides at half-time, thus neutralising any advantage one side may have.



◄ *Here we have some tense, by-the-goal mouth action as the reds launch a massive offensive at their opponent's 'keeper.*

AFTERTOUCH

Aftertouch is an essential part of today's get-ahead football game and Super Soccer is no exception to the ball-curling trend. In this game, the ball continues to curl for as long as the desired spin direction is pressed down. This allows you to pull off some spectacular (and completely impossible) shots to amuse your friends and infuriate your enemies.



COMMENT



JULIAN

On the surface, Super Soccer looks absolutely incredible. The highly realistic smooth-scrolling 3D pitch and beautifully drawn and animated players make this the best-looking sports game I've ever seen - better even than John Madden's! Sadly though, this ultra-high quality doesn't continue onto the gameplay. Super Soccer simply doesn't play a good game of football. The passing and shooting controls might sound good, but in reality they're very limited and simply aren't practical. Consequently putting together moves is a completely hit-or-miss affair - you just punt the ball into space and hope that a member of your team is there to pick it up. The only real way to play is to simply do solo runs rather than to play as a team, which isn't really football. Another very weak aspect of the gameplay is that against most teams you can pass the ball back to your goalie, take him on a solo run up the wing, avoid the two players which try to tackle you, run at the goal and, once you've sussed the right angle to shoot, blast the ball into the back of the net time and time again, which is stupid. More rigorous playtesting, a decent selection of moves, better controls and proper computer player logic could have made this the greatest soccer game yet seen. Sadly it falls short of its considerable potential and the end result is a a fun, but ultimately limited football game that's great to impress your mates with but just doesn't offer enough soccer thrills to make it a priority purchase.

MANAGEMENT MALARKEY



If you've ever fancied yourself as a bit of a player manager, Super Soccer gives you the opportunity to partake in some management antics. You get to choose your basic formation, your 'keeper (manual or automatic) and finally you are given the chance to change the team line-up around, switching positions and fielding subs to your heart's content.

A PUNCH IN THE GOALIES



There are two different types of goal keeper in Super Soccer, manual and automatic. Pick automatic and you have a decent enough 'keeper with a few flaws. Choose manual and you have to worry about controlling the goalie as well as coordinating your defence!

DRIBBLING DOWN YOUR SHIRT



▲ *Oh! Oh! A close one!*



▲ *Another fine effort...*



▲ *Almost in...*

牛寺集回

SUPER NES REVIEW

SUPER SOCCER'S IMPORT ALIAS

Super Soccer has been out for quite some time as a Japanese import game named Formation Soccer, so if you fancy getting hold of the game, check out your favourite importer.

▼ *Select the trajectory of your corner shot.*





▲ *Here's a great goal kick from the 'keeper - causing all of the players to rush out into the midfield. But what happened next?*

COMMENT

RAD

Super Soccer certainly defies the laws of tradition in its presentation. The viewpoint is quite original and this coupled with the fine graphics makes Super Soccer right tasty visually. Sadly, this isn't true for the gameplay. For starters, when you're playing downfield (towards the screen), hardly any of your forward players are displayed on-screen which makes passing a little difficult, especially as there's no radar. Secondly, Super Soccer is lacking in realism. Most of the time it seems as if the ball is one of those plastic 99p ones such are its fly-away qualities. In an average match, the ball may only touch the ground three or four times, the rest of the while it is suspended in a state of one volley after another. Also, the supposed multitude of possible moves are pretty much useless. The passes are always intercepted, so the only way to make any sort of progress is to just welly the ball forward every time you get it and hope for the best. All in all, Super Soccer is a potentially fantastic release spoilt by careless playtesting and minor design faults.

FOULING FRIVOLITY



Of course, no player of Super Soccer would dream of fouling the opposition (?), but that doesn't mean the players aren't capable of doing it. Thus it pays to be cautious when being tackled, lest you receive a muddy elbow in the face.

SUPER SOCCER

EXHIBITION
TOURNAMENT

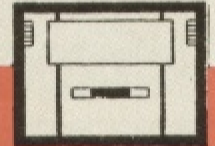
©1992 Human Inc.
©1992 Nintendo

BY: HUMAN

PRICE: £45.00

RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 16
RESPONSIVENESS: OKAY







PRESENTATION 90%

Loads of options and smart in-game presentation throughout.

GRAPHICS 93%

Superb 3D with smooth scrolling, excellent player sprites and great animation.

SOUND 68%

Dozy tune which repeats after about ten seconds and only a few effects.

PLAYABILITY 74%

Fun to start with, but the absence of realism and those gameplay flaws makes playing this annoying.

LASTABILITY 71%

The tournament takes a long time to beat and there's a two-player mode as well,

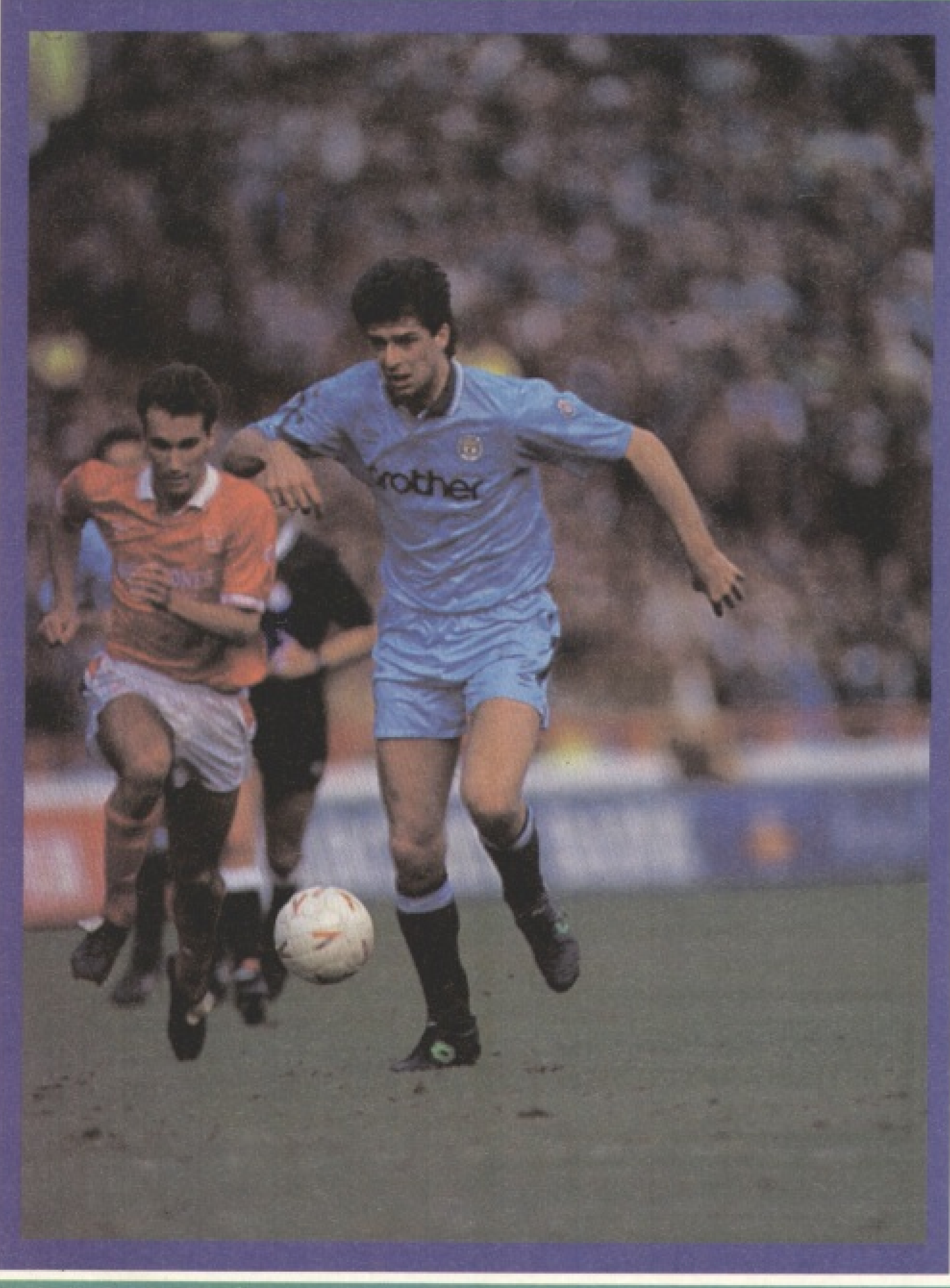
OVERALL 73%

An original approach to football which could have been outstanding, but is sadly let down by its gameplay flaws.

SPECIAL FEATURE

SOCCER NINTENDO

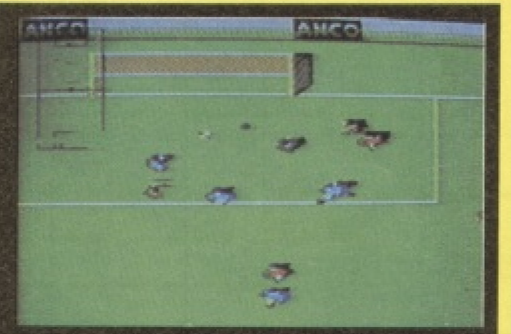
Football, it is said, is a funny game. It's also an extremely popular one judging by the amount of console football games available. But which ones are Premier League stuff and which ones are shambling efforts with all the finesse of a Baboon Select XI? Julian Rignall swaps his rugby shirt for his Southend United top and brings you this ultimate guide...



KICK OFF

OUT NOW: £39.99

A Master System megagame, the legendary football game Kick Off has been turned into a Nintendo nightmare. The graphics and sound are both very poor, but it's the dreadful gameplay which is the final nail in this game's coffin. The ball movement is unrealistic, the player selection system doesn't work properly, the goal keepers are rubbish, the collision detection is terrible, the player logic is hopeless and, worst of all, the actual controls are imprecise and vague. Put them all together and you've got a massive disappointment through and through.



OVERALL 36%

NES SOCCER

OUT NOW: £24.99

The oldest of all the Nintendo soccer games, this ancient title is actually quite a laugh, particularly with two players. Yes, the graphics are hopeless, with hobbling stick men kicking around what looks like a giant beach ball, but gameplay-wise this isn't too bad at all. It's a bit slow, but at least it plays a decent game of soccer, which is more than can be said about some of the newer and flashier Nintendo football titles.

OVERALL 83%

HYPER SOCCER

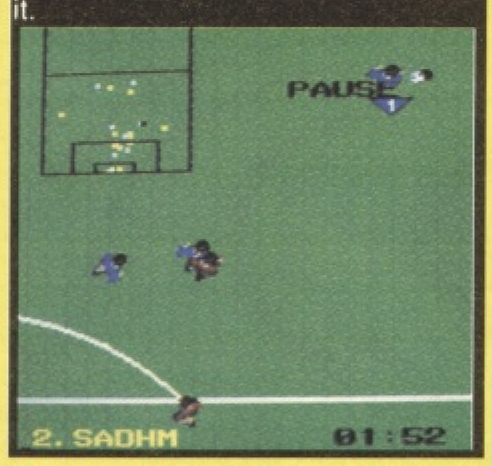
OUT JUNE: £39.99

Set for release in June, Hyper Soccer looks impressive and, judging by the quick glimpse we've had of it, plays pretty well too. The only questionable aspect is its slightly low challenge level when you play against the computer. Still, it's definitely one to look out for - we'll be reviewing it next issue.

GOAL!

OUT NOW: £39.99

Jaleco's rancid football game fails on two very important levels. Firstly it's a graphical disaster. Stick-like men skate aimlessly about the out-of-scale pitch like traumatized disaster victims. Secondly, the game plays very badly. Dreadful player logic, vague controls and hopeless player selection makes playing it a completely hit and miss affair. Don't make the mistake of buying it.

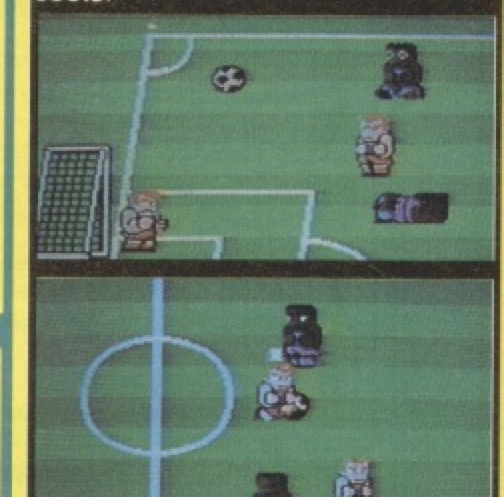


OVERALL 33%

NINTENDO WORLD CUP

OUT NOW: £39.99

Just when you thought it was safe to go back onto the soccer pitch, along comes Nintendo World Cup. Despite it having a four-player option, it's a footballing debacle. The player only controls one man throughout the game, which means you have to rely on the rest of your squat, deformed, toad-like players to act as a team. Where this all breaks down is that they have about as much soccer sense as a group of shambling baboons on heat and also have a habit of keeling over and collapsing every so often. Passing plays are impossible, and the end result is an almost sickening sad parody of our national sport. Avoid it at all costs.



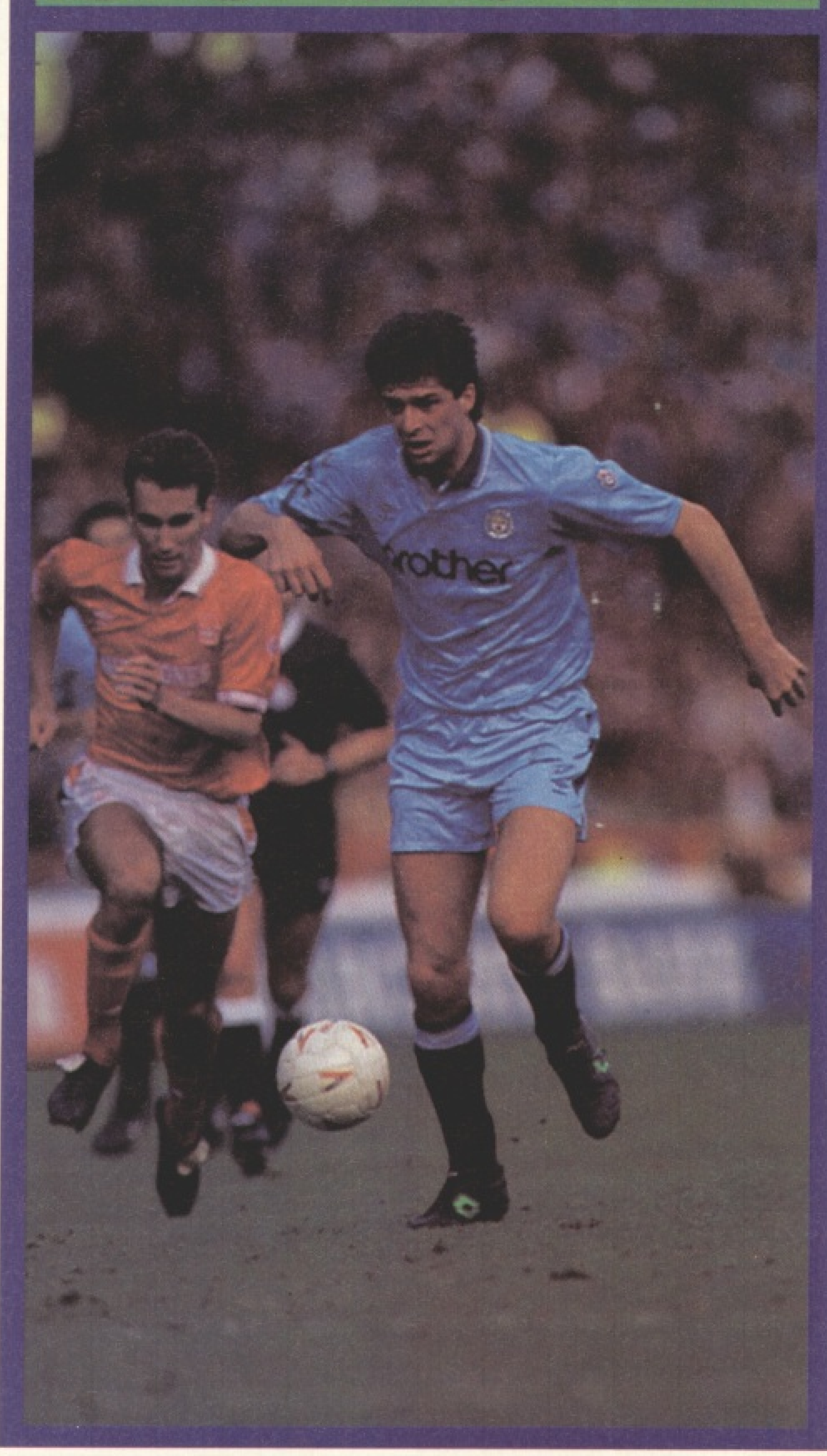
OVERALL 33%

TECMO SOCCER

RELEASE TBA

Only just out in the States and a potential UK Christmas release, this is an unusual twist on the football theme... which doesn't work at all. It's a role-playing type game and the idea is that you step into the boots of a young footballer and work your way through life to become a top soccer star. The soccer "action" is displayed using a multiple choice text system: "you see a defender in front, do you go left, go right or shoot". This is about as exciting as stuffing turnips up your bottom, and only mildly more productive.

SUPER NES SOCCER



SUPER KICK OFF

OUT AUGUST: £44.99

Currently being programmed from scratch by Enigma, the people responsible for the sad Nintendo Kick Off debacle, this is an all-new Super NES version of the game. Hopefully Enigma will learn from the mistakes made in their previous game and the disastrous Japanese version of this, Pro Soccer, and the end result will be - as it should be - as playable as the Amiga version. Whether or not this is the case will be revealed when we review the game in the next month or so.

SUPER SOCCER CHAMP

OUT AUGUST: £39.99 (IMPORT ONLY)

This is Taito's forthcoming soccer game. Basically it's a souped-up version of their European Cup Soccer coin-op, containing league and tournament options, as well as that all-important two-player head-to-head game. We'll be bringing you more news of this later on in the year.

SUPER LEAGUE SOCCER

OUT JUNE: £39.99 (IMPORT ONLY)

Distributed in America by Mindscape, this is basically Pro Soccer with a different name. Apart from containing 100% English text, it's exactly the same as Pro Soccer and should therefore be avoided.

OVERALL 55%

GOAL!

OUT SEPT: £39.99 (IMPORT ONLY)

It's back! Jaleco's dreadful 8-bit sad soccer shambles is soon to be Super NES-ed. Hopefully the programmers won't make the same mistake as they did with the original version, and instead turn this into the super spanky football game we all dream of. Or something. We'll bring you more news on this as soon as we get it.

PRO SOCCER

OUT NOW: £39.99 (IMPORT ONLY)

Only available on import, great things were expected of this Japanese-programmed Super Famicom version of Kick Off. Sadly it was a huge disappointment, suffering all the problems of the 8-bit version. Our advice is to wait and see what the new re-programmed UK version of Kick Off looks like before making a purchasing decision.





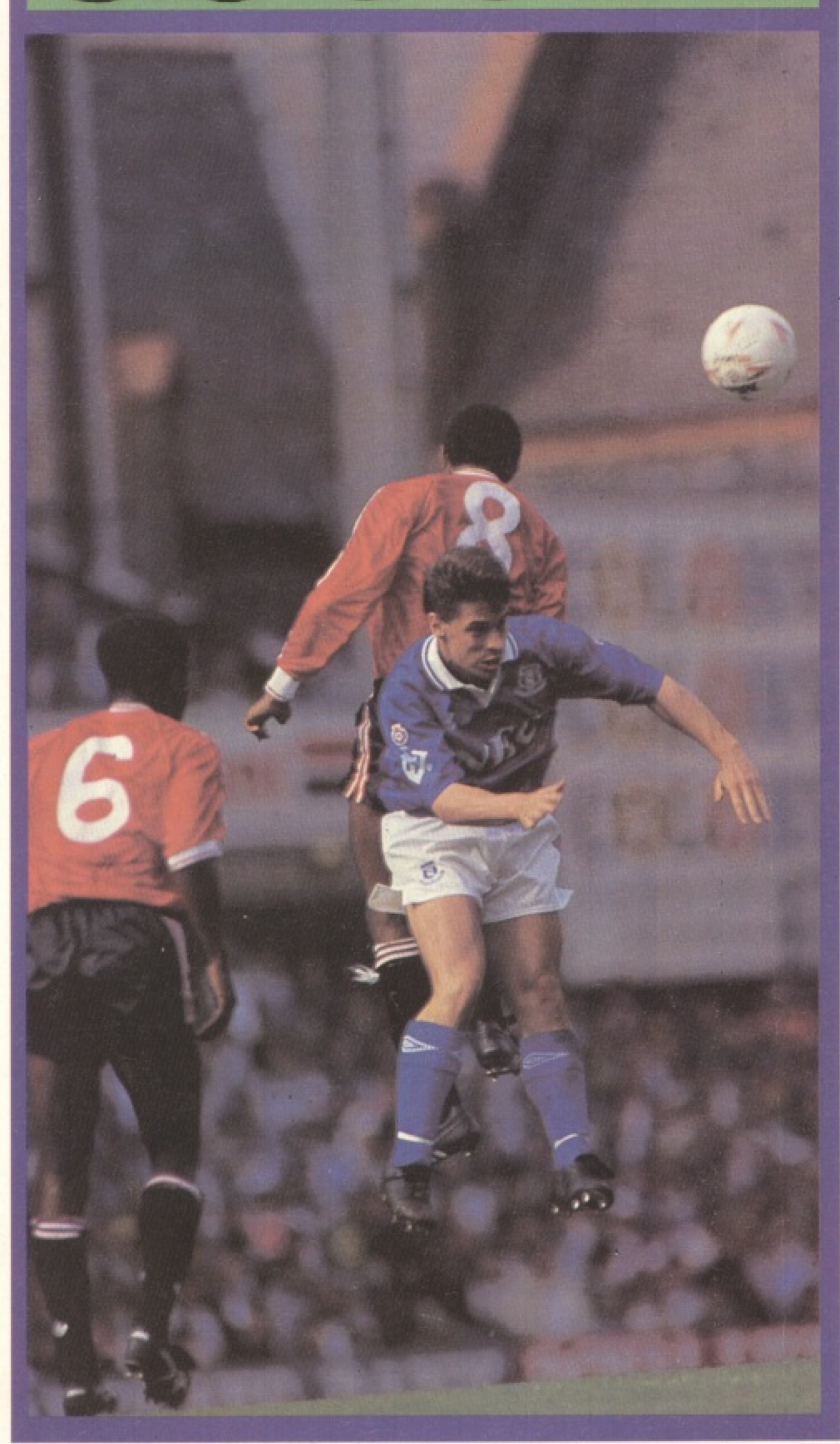




OVERALL 55%

SPECIAL FEATURE

SOCCER





GAMEBOY

SOCCER BOY

OUT NOW: £19.99

Frighteningly horrific, swollen-headed deformities meander around the pitch kicking the unrealistic ball in an aimless fashion. The game simply doesn't play like soccer at all, and within a few goes the frustratingly dull gameplay and completely inept team players result in this being permanently shelved.

OVERALL 16%

KICK OFF

OUT NOW: £24.99

Surprisingly enough, after the NES and Super Famicom disasters the Gameboy version of this fine footy game is actually very good. The footballers are a bit small and the controls are a bit tricky to get used to, but once mastered, Kick Off is a thoroughly enjoyable and entertaining soccer game that'll keep you glued to your machine for weeks.

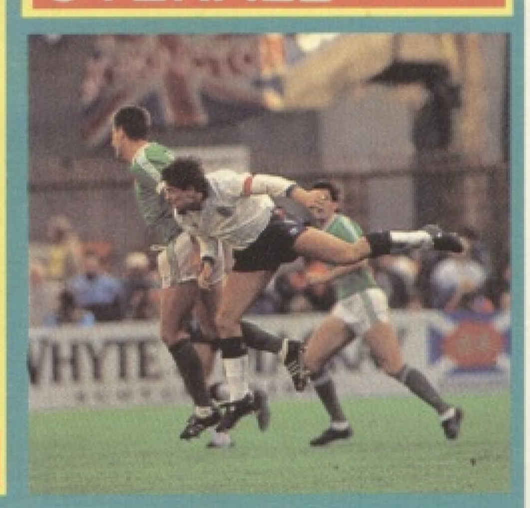
OVERALL 89%

NINTENDO WORLD CUP

OUT NOW: £19.99 (IMPORT)

Ugh! Starring the same squat footballing monstrosities and featuring similar gameplay to the NES version, this is a footballing failure. It's simply not much fun to play - your team of footballers are inept and are unable to string together simple passing moves, control response is slow and the collision detection is poor. Buy Kick Off instead.

OVERALL 31%



GAME GEAR

SUPER KICK OFF



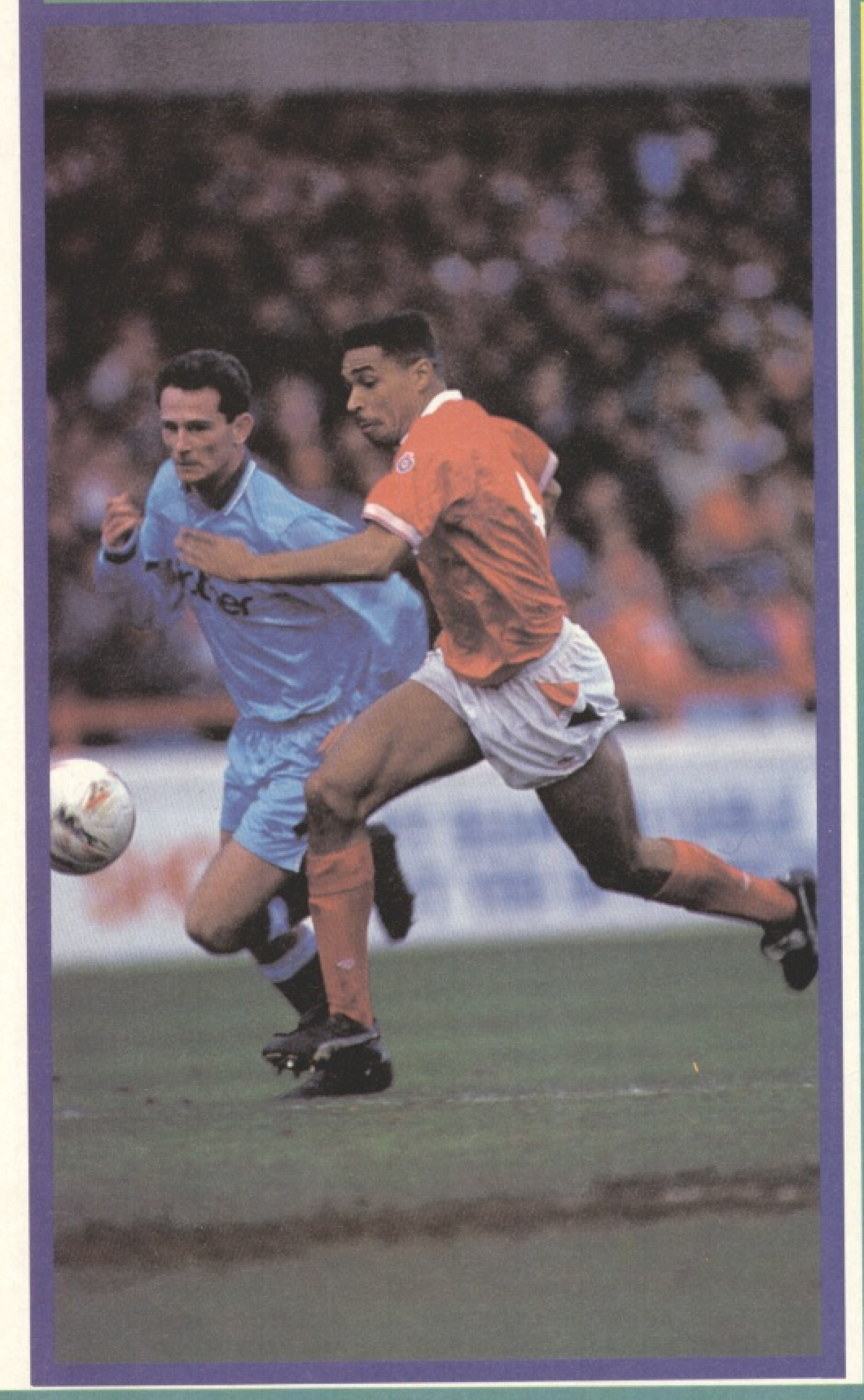
OUT NOW: £29.99

Basically this is a perfect miniaturised version of the Master System game - and as you can expect it's absolutely superlative. There's nothing much more you can say about it really, except that if you've got a Game Gear and haven't got this you should be locked up in your local loony bin.

OVERALL 96%

SPECIAL FEATURE

SOCCER MASTER SYSTEM



WORLD CUP SOCCER

OUT NOW: £14.99

This is getting on a bit, but it's still a great laugh to play, especially in two-player mode. The graphics and sounds are okay, but it's the thoroughly enjoyable gameplay with its slide tackles and overhead kicks that make it a winner. Highly recommended, especially to soccer game beginners.

OVERALL 85%

CHAMPIONS OF EUROPE

OUT JUNE: £34.99

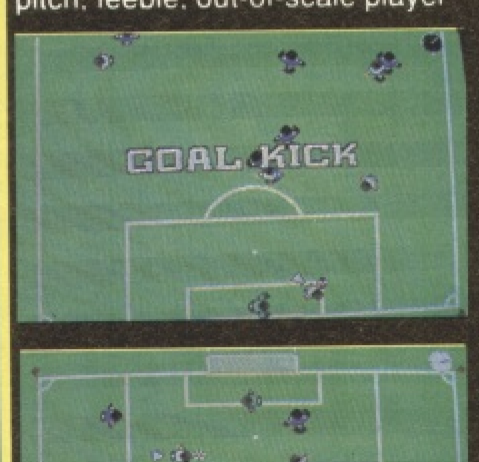
Based around this summer's European Championship, this looks very much like Super Kick Off but while it's quite good fun, it's definitely not a Super Kick Off beater. We'll be giving you the full low-down when we review the game next month.



WORLD CUP ITALIA 90

OUT NOW: £29.99

The impressive opening presentation screens lead you to believe this overhead-viewed soccer game is going to be something special, but when you get into the game itself the tiny pitch, feeble, out-of-scale player sprites (they're nearly as big as the goal), ghastly control method, unrealistic ball movement, diabolical sound and very low difficulty level means this is the worst Master System football game by far. Check out Super Kick Off if you want the best, or if you're on a budget, World Cup Soccer is the one for you.





OVERALL 48%

SUPER KICK OFF

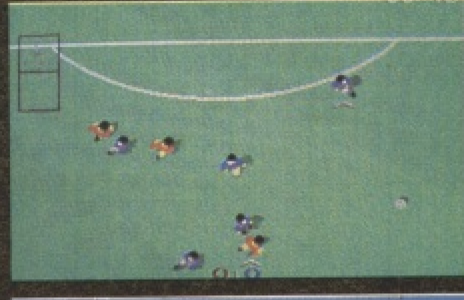
OUT NOW: £34.99

Incredible! The playability and game logic of that made the Amiga version one of the finest games ever written have been captured perfectly to create an absolutely sensational soccer game. It's not without its flaws (the action occasionally slows down when there's lots happening and sometimes the ball seems to go through players), but the gameplay is unaffected by these and the end result is the greatest console soccer game yet seen. Don't miss it under any circumstances.









REFEREE
MR BLIND AS A BAT
PITCH
NORMAL
WIND
NONE
TEAM B WINS THE TOSS
UP PITCH
DOWN PITCH
CONTINUE

OVERALL 96%

SPECIAL FEATURE

MEGADRIVE SOCCER

SUPER KICK OFF

OUT SEPT: £39.99

Surely the most eagerly-awaited Megadrive sport game of all time, the programming of this potentially stunning console soccer game has only just got underway. The good news is that it's being created by the same team that brought you Master System Super Kick Off, the bad news is that it won't be available until next September. Still, all the indications are that it's going to be an absolute cracker. We'll be bringing you updates on how this mega title is progressing through the year, so stay tuned.

WORLD CUP ITALIA 90

OUT NOW: £34.99

Initially released in Japan in 1989 as World Cup Soccer, this rather ordinary overhead-viewed soccer game was dusted down and pushed out a year later in Europe to cash in on the World Cup. It's a simple game which is quite good fun in two-player mode, but offers little joy in one-player mode since the computer teams are very easy to beat and it's possible to win the world cup in one sitting.

OVERALL 64%

SOCCER EURO CUP

OUT JULY: £39.99

Based on the top-selling Amiga and ST game, Manchester United Europe, Euro Cup Soccer from Virgin looks like it'll be quite a stunner. Featuring 170 top European clubs, the player can enter his favourite side into the European Cup Winner's Cup, UEFA Cup and European Super Cup competitions. All the rules and regulations of soccer have been included, including fouls, bookings, penalties and sendings-off! The graphics look excellent, and if the game plays anything like the original Man Utd game, we reckon it'll be a must for soccer fans. The game is out in July - we'll be reviewing it next month, so watch out for it.

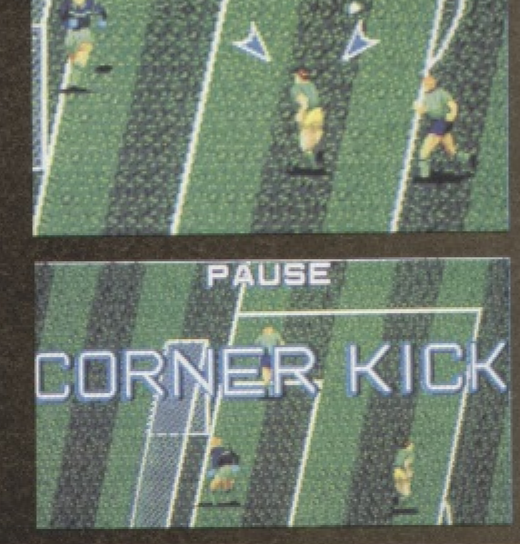
TECMO WORLD CUP

OUT NOW: £39.99 (IMPORT ONLY)

Tecmo's conversion of their successful eponymous (look that up in the dictionary) coin-op turned out to be quite a disappointment. It looks and sounds pretty good, but in the gameplay stakes it's strictly fourth division. The low challenge level of the computer teams (even on HARD) means that it's possible to play this all the way through to the finish in one sitting. That coupled with the limited gameplay (just keep on pressing the fire button as fast as possible to pass from one player to the other and then belt it diagonally into the net when the ball reaches your striker) means this is a strictly average soccer game only suited for complete beginners.





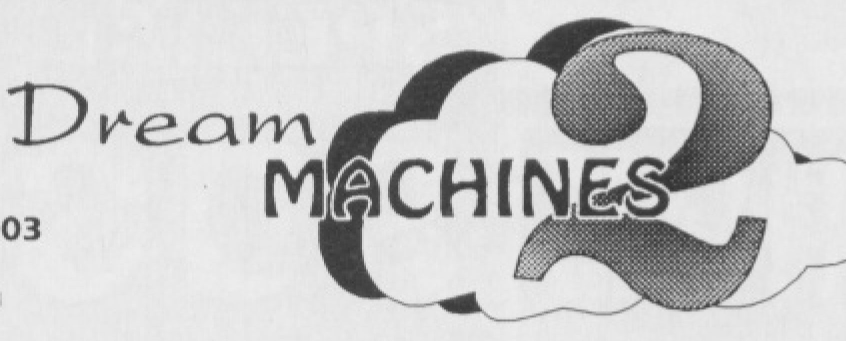




OVERALL 47%

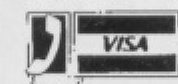
Many thanks to the lovely Fiona Alexander from MATCH magazine for the excellent footie pictures used in this feature.

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JAPANESE PAL Megadrive runs all carts power supply. Four top games, inluding John Madden '92, James Pond 1 and 2 and Castle of illusion. Also 2 joypads mint condition, will sell for £170. Call Damon after 7pm on 071-231 3078.
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NES FOR SALE with top games: worth £430 sell for bargain at £150. Call 0227 830437, ask for David.
FAMICOM GAMES for sale: vgc Super Ghouls & Ghosts, Goeman Warrior and Super Tennis. £25 each. Tel. (0376) 42311 till 7pm.
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FOR SALE Samsung Midi System with record player and double tape deck, good condition for only £50. Ring 0734-665797.
FOR SALE Master System with two games and one game built in. Two joypads £40. Ring Simon on 0734 665797.
MEGADRIVE with arcade power stick and 5 games. F22, Quackshot, Mickey, Sonic and Outrun, plays all carts, 9 months guarantee. Sell £200 or swap for a Famicom and games (Scart only). Tel. 0625 537745, ask for Lee, also Amstrad £100.
UK MEGADRIVE immaculate condition, boxed, 2 controllers, Alien Storm, Spiderman, Streets of Rage, Road Rash, Wrestle War, bargain £190. Tel. 04024-72774.
MEGADRIVE MASTER SYSTEM convertor for sale plus 4 games, Pacmania, Leaderboard, Populous, Impossible Mission all for £80. Also John Madden, American Football megdrive game for sale £15. All boxed with instructions as new. Phone 041-883 1775, anytime.
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NINTENDO NES for sale good condition, 8 great games including Mario 1, 2 & 3, Duck Hunt and Light Gun, 2 control pads, maveric 2 joystick and game caddy. Bargain at £160. Contact Max after 4pm. Tel 081-892 6258.
UK MEGADRIVE games for sale, Robocop, Toejam and Earl, Mercs £26 each. Quackshot, Spiderman, Thunderforce 2 £24 each. The Immortal £32 and Master System convertor with R-Type boxed, all as new. Call Duncan (045) 2780 232.
NES ACTION Set, Power Glove, SMB3, Blacks of Steel for £180. All boxed, mint condition. Tel. (0745) 814537, after 7pm.
MEGADRIVE FOR SALE runs all carts, including Arcade Powerstick, Rambo III, Spiderman, Golden Axe, John Madden '92 £165. Ring (0759) 303101 for details.
NINTENDO FOR SALE, good condition, 10 games, including Super Mariio Bros 1, 2 & 3, Duck Tales, Mega Man 2, etc. 2 joypads and still boxed. 6 months old. Total cost £482, selling for £200. Good bargain. Hey! tel. (0760) 338595, ask for Derek.
SEGA GAME GEAR for sale, including 4 great games and a power supply unit, mint condition and still boxed £140 ono. Tel. (087) 440 0869.
AMSTRAD CPC 464 with 119 games. All in excellent condition. Boxed for £250. Green screen. Phone (0304) 831046, between 4-6pm.
NES with 9 games, including all Mario's, World Wrestling, Castlevania and Bayou Billy £220 ono. Call Wez on (0246) 568341.
NINTENDO NES, 5 games including SMB3! plus Zapper and 2 controllers worth £230, sell for £165. Phone (0525) 373361.
MEAN MACHINES Issues 1 to 16, good condition. Issues 1 to 9 £6 each, Issues 10 to 14 £3 each, Issues 15 and 16 £5 each. For details, please phone Dominic Smith on (0702) 585175, after 6pm, Mondays to Fridays.
BARGAIN Official Megadrive! 2 joypads, 3 games: Robocod (95%), F22 (93%), Starfight (94%) only £135! worth £275 new! Boxed with instructions, mint condition. Tel. 081-876 2372. Hurry, must go! London area. Will not separate package. Phone evenings! Excellent!
UK MEGADRIVE games! TJ+E, Decap Attack, Quackshot. All new, boxed, instructions £18 each! Mint condition. Tel. 081-876 2372, evenings. Sorry, no swaps.
SEGA GAMEGEAR with games, including Jo Montana Football, boxed, only 3 weeks old, still has years guarantee. Phone (0376) 551967, only £110.
GAMEBOY GAMES for sale, Robocop 2 and Castlevania. Sell btween £15-£20 or swap. Both fully boxed. Call 0778-560691.
FOR SALE Official UK Pal 1 Sega Megadrive, boxed in immaculate condition! Includes power stick, 13 top games, whole package worth £600, offers accepted. But no silly ones!! Phone Steve on 081-904 0088, sensible times only.
SOUND BLASTER compatible symphony PC, sound system with 45w speakers for any IBM PC or compatible, new £68. Tel. (0483) 722891.
UK MEGADRIVE 2 control pads, 10 top games, eg Sonic, all boxed £330 ono, may separate, also 50 Amiga games £5 to £12, eg Tank Plantoon £10. All boxed as new. Many top role player and simulator titles. Tel. (0759) 304599.
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MEGADRIVE GAMES for sale, Gynoug, Strider, Magical Hat (all Japanese) and English Cyberball, all for £60 ono. Also powerbase convertor £20 and Super Kick-Off for Master System £22.50. Phone (0902) 608457.
SEGA MEGADRIVE (Jap Pal) games, including Spiderman, Hellfire, Super Monaco GP, Pro 1, joystick, all boxed £210. Phone Nigel on (0362) 696235.
MEGA CD ROM for sale, works with both Scart and Pal machines. With Heavy Nova and Sol-Feace. Only 1 month old, quick sale £300. Phone Mustafd between 4pm and 9pm on 071-381 2983.
MASTER SYSTEM PLUS for sale. Includes Light Phaser, 2 control pads, 2 Quickshot joysticks and handle controller (steering wheel). All boxed, will sell for £70 ono. 12 games for sale worth £30, will sell for £15 each. Phone (0703) 893554.
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MASTER SYSTEM with 10 games, incuding Sonic and Populous, all boxed £170 ono. Ring after 6pm, ask for Peter (0858) 575 385.
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JAP MEGADRIVE runs all carts plus powerbase convertor and Sonic £100 ono. Call (0344) 52376, after 6pm, weekdays.
OI! MEGADRIVE with 2 joypads, 8 games, including John Madden '92, Road Rash £250. Tel. (0272) 571241.
PC ENGINE for sale, 6 great games, including Power II Soccer, Operation Wolf, Batman, Wonder Mario, Space Harrier, and Tiger Road, all boxed, brand new, guarantee and membership £160 ono, or swap for Atari ST with games. Phone 081-428 0650 (near Watford).
RACING CAR for sale, Hornet Buggy, all in good condition, new controller, body and battery charger, colour orange cost £180, sell for £50 no less. Phone 081-428 0650 (near Watford).
NES FOR SALE with Double Dragon 2 and Mario 1 only £55. Please contact Oliver on (08675) 5006, after 6pm.
NINTENDO NES, plus Nintendo NES Advantage joystick and 6 games, Mario 3, Top Gun, Low 'G' Man, Pro Wrestling, Off Road, Gyramite. In mint condition, worth £310, sell for £200 ono. Phone Simon on 081-904 8536, evenings (Wembley).
MEGADRIVE and Gamegear consoles with 1 Gamegear and 4 Megadrive games (top titles) for sale or swaps considered. Tel. (091) 2344323.
SEGA MEGADRIVE with 2 joypads plus 9 games, including Robocop, Sonic, Star, Control, Mercs £300 ono. Tel. Edward (0594) 563366.
GAMEBOY for sale, plus 4 games, light and amp and carry case, all games in protecter cases. All this for £99 ono. Phone Ben on 061-427 4114 after pm it is a very good deal!
MEGADRIVE +8 games PSU arcade power stick, turbo pad, games include John Madden '92, Sonic Robocod, Moonwalker (not boxed) Darius 2, Rastan, Altered Beast worth over £300, sell for £285 ono. Contact Daniel on 021-771 3545.
SEGA MASTER System, 9 games, 2 joypads, light phaser, fully boxed, instructions, worth £300, sell £175. Phone 021-777 2189 (Birmingham).
NES CARTS, Kick Off £25, TMHT £20, Pinbot £15, Donkey Kong Classcs £15. All in excellent condition, boxed with booklets. Write To: Ian Denovan, 41 Whiteleas Avenue, North Wingfield, Chesterfield S42 5PW. Carts sent by registered post. Exchanges considered.
MEGADRIVE with 6 top games, Jap adaptor and arcade power stick, all still boxed £180. Tel. (0380) 870644 (Wilts).
I'M CLINICALLY INSANE! Boxed UK Megadrive, Jap convertor, 2 joypads plus 21 games (yes 21!) No stinkers! Must sell for trip to States. Includes Sonic, EA Hockey, Streets of Rage, etc. bargain £375. Call John (0203) 467920 quickly!
SEGA GAMEGEAR plus 5 games, mains adaptor, headphones, carry bag, everything boxed, in mint condition. 9 months guarantee £150. Phone 081-844 1092, after 5pm.
NES FOR SALE with Zapper, Robot, Duck Hunt, Gyromite, Off Road and SMB2 (robot needs minor repair) £95, buyer must collect, or arrange meeting place also Lego normal and technic including some very large sets. Ring Andy on 824843 (Chesterfield area).
AMIGA 500 plus half meg. upgrade, comes with 4 joysticks and a boxful of top quality games, sell for £300. Call Mat on (0304) 612630. Great bargain, call now before the rush. Great games such as Pro Tennis 2 are waiting.
MEGADRIVE plus 5 games, including Quackshot and Wrestler War £190 ono. Phone (0242) 582612.
ATARI STE as new excellent condition, 24 games including F-15 2, Lotus 2, Pit-Fighter mags worth £680, sell £350. Tel. 081-650 8820, buyer collects.
MEGADRIVE 4 carts mercs etc, sell for £170 ono or swap for Pal Famicom. Phone Les on (0928) 713671. Hurry!
NES with 9 games including Off Road, Super Mario and another 7 games, plus NES Advantage, still boxed. Call Edd on (0483) 274241, for £129.
9 US NES Games! Up for sale. Titles like Batman, SMB3, Tiger H, Kari W, Gradius, S 'n' R, Back TF, Gauntlet, Simpsons, plus a dust cover free! All good condition, worth £400+, very cheap only £60. Contact T. Lai, 9 Samuel Road, Fratton, Portsmouth, Hants PO1 5PZ.
SELL NES with 8 amazing games including SMB3 for £210, worth £400. Also will sell Sega Master System 2 with 6 new games, including Mickey Mouse and Sonic for £180. Phone 081-504 2391 and ask for Simon, after 6.30pm.
GAMEGEAR for sale. 3 games, excellent condition £120 onwards. Phone 081-979 6034, ask for Ian.
NINTENDO, Zapper, 2 hand controls and 3 games, only 6 months old, worth over £140, sell for £75. Contact (0202) 692182.
MEGADRIVE for sale, comes with 8 great games! Includes Sonic, Strider, Mercs, Streets of Rage, Thunderforce III, Road Rash, F22 and Quackshot. Also Arcade power stick and Jap adaptor, sell the lot for £250. Ring 081-504 2449, after 7pm.
NINTENDO NES plus light gun and 2 controllers, 6 games, SMB 1 and 2, Duck Hunt, Donkey Kong, TMNT, Simpsons. Ring Darren on (0403) 864260, £200 ono.
NES FOR SALE. I am selling it for £130 ovno. It has 6 games, 2 pads, joystick 7 phaser, swap for Megadrive & Sonic. Tel. (0666) 577107.
NES. Boxed with Robot, Zapper, 2 joypads, 10 games, including Mario 3, Mega Man 2. A bargain at £200. Phone (0472) 690461.
MEGADRIVE mint condition, boxed with 6 games, including John Madden '92, Quackshot, James Pond 2, plus 3 more . Call 081-789 3394, ask for Nick, phone after 4.30pm on weekdays only. Costs only £250, very cheap and 2 joypads.
GAMEBOY for sale with 5 games, light, carrycase, all vgc, boxed with all leads, etc. £110. Phone (0438) 350092.
GAMEBOY been used once with Simpsons, worth £100, sell for £65. Phone Matthew on (0495) 215950. Also Moonwalker (HD) £15-£20.
BARGAIN OF the Year, Megadrive with Altered Beast, joypad, Arcade power stick, £99. Phone (0553) 761184, between 4-5pm.
SEGA MEGADRIVE for sale. Mint condition, 7 great games, all rated over 90% in Mean Machines. B rand new control pad. Everything boxed. Quick sale, like new. Cost new £415, sell for £175 ono. Ring (0753) 553863), ask for James.
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GAMEBOY GAMES for sale, Battle Road, Battle Unit, Zeoth, R-Type £15 each. Call Erhan on 071-794 1882, after 4.30pm, will also exchange.
COMMODORE 64, excellent condition, data cassette, cheetah 125+ joystick, dust covers, books, over £300 games – £150. Tel. (0978) 762133.
AMIGA 1meg + loads of games, incl. Lotus, Robocod, Final Fight, etc + Gameboy & 5 games £350 the lot. Tel. 081-778 5824.
AMIGA 1meg + loads of games + Gameboy & 5 games £350 or swap for Neo-Geo. Tel. 081-778 5824.
CDTV for sale with Xenon, 2 Lemmings, Falcon Encyclopedia and Welcome CVD. Also includes CDTV keyboard Amiga disk drive and Amiga games, all for £525 ono. Please phone Ben on (0772) 686021.
JAPANESE MEGADRIVE with F-22, Toejam and Earl, Fatal Rewind and Strider. All boxed in mint condition. Bargain at only £170 ono! Quick sale needed! Will swap for Super Nintendo with game(s). Call Shanaz on (061) 366 0675 after 4pm. Buyer collects.
GAMEBOY plus softcase and adaptor with 24 games for £160. Unwanted present and virtually brand new. Willing to sell games and machine separately. For details phone Keith on 081-568 0264, after 4pm.
GAMEBOY games for sale or swap. I have Double Dragon, Batman and WWF, Superstars. Phone Mark on 081-994 5786. I also want back Issues of Mean Machines especially Issues 3 and 4. They must be in good condition.
HITACHI stereo, model MS-W600ER, features include: digital tuner, dolby 8, graphic equaliser, spectrum analyser, twin cassette deck with auto reverse and high speed dubbing, complete with detachable sepakers, 100 watts total output. Six months old. Only £100. Phone Mark on 081-994 5786.

MART 

MEGADRIVE 4 games (British Pal), boxed, excellent condition, sell for only £200 or swap for Super NES, 1 game. Phone 081-330 6454 (Surrey), ask for Alex. Megadrive plays all carts . games include Winter Challenge, Double Dragon II, Flickey Soccer.

ISSUE ONE of Mean Machines for sale, good condition, sensible offers only. Ring (0532) 687158, after 5pm, please.

MEGADRIVE games, UK, F22 £28 , Fatal Rewind, Mercs, Mickey Mouse £25 each, Afterburner II £18. Write to S. Kennewell, 35 Whitehill Road, Brinsworth, Rotherham, S60 5HZ.

AMIGA 500 with 1/2meg upgrade, mint condition, mouse, 2 new joysticks, 20 top titles, including Formula 1, Grand Prix, Alien Breed, Heindall. Lockable disc box, mouse mat, loads of demos and mags £400 ono. Tel. (0483) 776481, after 6pm.

SUPER FAMICOM (Scart), comes with American games adaptor, 2 joypads, and 7 great games, including WWF, Joe and Mac, Formula 1, Exhaust Heat and Geoman Warrior. Everything boxed as new, excellent condition, only £420, including postage. Tel. (0252) 836785.

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GAMEGEAR and PSU inc. Sonic, Outrun, Mickey Mouse and Super Monaco, all boxed, new condition £135. Tel. (0284) 753360 (Suffolk).

GAMEGEAR, Mickey Mouse, everything inc. £15, also Mean Machines Issue 8 £3 each. Ring Ben on (0759) 303669, Merci.

NES FOR SALE , 10 games, SMB2, RC-Pro-Am, Probotector, Silent Service, Punch Out, Super Off Road, Track and Field 2, Snake Rattle n' Roll, Burai Fighter, Turtles, plus joystick with auto button worth over £350, bargain at £170 ono. Phone (0527) 595504, after 5pm.

NINTENDO for sale, 8 games including Turtles, Rollergames, WWF, Gyromite, Duck Hunt, etc. Robot and Zapper, sell for £200. Phone 041-638 8635.

GAMEGEAR for sale, 2 great games with mains adaptor, worth £170, will sell for £110 ono. Phone 061-881 8365.

BARGAIN! Jap Megadrive plays all carts, excellent condition, 12 great games £330 ono. Phone Chris on (0903) 892740, must sell.

20 TURTLE TOYS ,2 football players, 3 Mario Boys, 1 Batman toy for £22 or sold single. Ring Adrian 631395 (King's Lynn).

RADIO CONTROLLED Mini Cooper with ESC and Yokomo motor £100, Tony Hawk skateboard, with Ratbones £50, Mercury air rifle £30. Tel. (0372) 275601 (Ashtead),ask for Tristam. Also electron offers.

SEGA MEGADRIVE with 1 joypad and 4 great games, Robocod, Sonic, Mickey Mouse and Donald Duck or will swap for Super NES or Famicom with games. Call. (0206) 303248. ALso Gamegear with game, must collect.

FOR SALE Megadrive and 120 games includes Sonic, Shinobi, Golden Axe, Strider, Spiderman, John Maddens, Alien Storm and 2 pads worth £600, sell for £300 or swap for an Amiga. Ring John on 081-573 7699.

PC ENGINE with CD Rom plus 20 fab games, only 6 months old. £350. Price negotiable, quick sale. Phone Chris (0734) 590865.

NES plus joystick, plus 4 games, including Super Mario 3 and World Wrestling, boxes and booklets, perfect, 2 controllers, TV wires and aeriel box. PSU wires for £145. Nintendo boxed, immaculate, no defects. Phone Paul on (0203) 361763., after 4pm.

SPECTRUM ZX +3, disc, over 30 games, including Ultimate – The Collected Works, joystick, excellent condition, bargain £75 ono. Phone (0403) 731729, anytime.

SEGA MEGADRIVE with 5 games including Road Rash, Spiderman, Phantasy Star II, £200 ono. Phone Ben on (0206) 305593, won't split.

WANT A Master System with 8 excellent games, including Wonder Boy 3 and California games worth £230 for only £100. Phone Tim on 081-876 5002.

SEGA MEGADRIVE games for sale. Japanese games, including Hellfire, Mickey Mouse, Crackdown, Eswat, Golden Axe and Kagekt, will take offers from £13-£20 or £100 for all of them. Call Jody on (0628) 22400.

ATARI 520 ST FM, Double-sided disk drive, joystick, mouse, £1500 worth of games, all boxed as new, worth in total £1800, sell for only £400. Tel. (0279) 431911, ask for Sam.

MEGADRIVE joypad, all leads, Sonic, Strider, Mercs, Thunderforce 3, Bare Knucklel, Super Hang On, Rambo 3, Golden Axe, Ewat, Tatsujin, Horzogwei, boxes as new, worth £550 sell for £300. Tel. (0279) 431911, ask for Sam.

MEGADRIVE, vgc, boxed with 4 games, including Revenge of Shinobi, and Ghouls 'n' Ghosts £150 ono. Tel. (0279) 725715, ask for Dan.

AMSTRAD CPC 464 colour monitor, TV convertor (T aeriel) radio-clock-alarm (CTI), joystick, over £350 worth of games (inc. Batman, Terminator 2, Out Run), excellent condition. Also Amstrad Action Mags (21), all a complete bargain for £195. Phone Richard on (0600) 882540 (Cheshire).

ATARI LYNX II plus mains adaptor, Viking Child, Stun Runner, Ninja Gaiden, Xenophobe, Cyberball, Gauntlet 3, all for £125. Phone 021-748 1457.

NINTENDO + 12 games and zapper gun, all boxed and in first class condition. Bargain at only £200 ono. Phone Gavin on (08444) 4151, after 4pm. Remember (08444) 4151 for the Bargain of the Century! Also Commodore 64 games for sale.

JAP MEGADRIVE PAL boxed includes 12 games, including JM '92, Hockey PGA, Devil Crash, TJ&E. Eswat, Thunder III. Call 081-360 0885. £300.

GAMEBOY and 5 games for sale. Double Dragon, Buri Fighter, Spiderman, Robocop and Tetris. Phone Oli on (0533) 663281.

MEGADRIVE 9 great games, arcade power stick, 1 control pad, PSU, all boxed. Ring Alex 071-794 0794, after 6pm £300 ono.

MASTER SYSTEM plus boxed, brand new. 6 games inc. Sonic, Donald Duck, Psycho Fox and Golden Axe. £110 ono. Tel. 081-863 1518.

GAMEBOY - Excellent Condition with 7 Games, Marioland, Tetris, Solar Striker, Alleyway, Batman, Wizards & Warriors, WWF, Mint Condition, £120 ONO. Ask for Richard 081-340 7310.

FOR SALE, Amstrad CPC 464. Includes over 50 Games, 2 Joysticks, Dust Covers, 17 Magazines, Colour Adaptor. Games include Power-up, Sega Master Mix, Turtles, Super Cars and loads more. Sell for just £150; call Andrew on (0932) 343460, after 6pm.

PC ENGINE For Sale with 8 Games including Tennis, Batman, Splatterhouse + 2 Joypads + PC Book with reviews + cheats. Everything Boxed and in Good Condition £220 ONO or consider Swap for Famicom with Games. Contact (0506) 54410 between 5-7. Ask for Scott.

NES, Digger, T.Rock, Very Good Condition. One Month Old, £30.00. Contact Dougie, after 18.30 Hrs. 031-664 2404.

SPECTRUM+ 128K with Cassette Recorder, Interface, Joystck and over 50 Games including Robocop and Turtles £55 ONO. Phone (0387) 51423.

U.K. MEGADRIVE GAMES For Sale: Quackshot £27, Starflight £35, Decapattack £25, Alien Storm £23, Shinobi £20, Spiderman £27, RBI Baseball 3 £30, Columns £20. Tel Chris Gould (0443) 812768 or Write to: 21 Hillside, Tredomen, Ystrad, Mynach, Mid - Glam. CF8 7BT.

ATARI LYNX Boxed ExcellentCondition, Power Supply, @ Games - Ninja Gaiden & Scrapyard Dog both boxed. A Bargain at £80. (0288) 354126.

ATARI 520 ST FM Plus 40 Games, 10 Demos, User's Guide and Blank Discs. All for £150. Phone James (0753) 869872.

MEGADRIVE AS NEW with Games: Robocop, Sonic, Streets of Rage and Altered Beast plus Extra Autofire Joypad. All this worth £285 but will sell for £195. Well do you want this Dream machine. Then phone Ben on (02216) 5527.

UK MEGADRIVE, converted to run all games with Magical Hat, Super Monaco, F-22, Altered Beast. Good Condition. Sell for £150. Tel 021-350 7050. Ask for Rob. Also Rockster Guitar Package (Guitar, Practice Amp, Strap, Lead, Tape and Songbook). Sell for £70.

SUPER FAMICOM plus 7 Games including Final Fight and Smash TV with Converter. £260. (0773) 718484. (Phil). 5pm-6pm Anyday.

NINTENDO NES Lightgun Pack with 8 Games like Megaman, SMB1, Double Dragon 2. Worth £400 sell for £130. Ring Richard 081- 670 7931.

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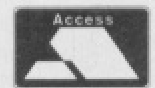
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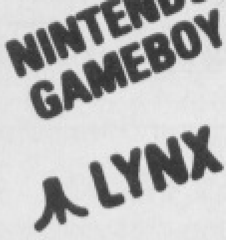
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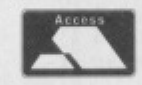


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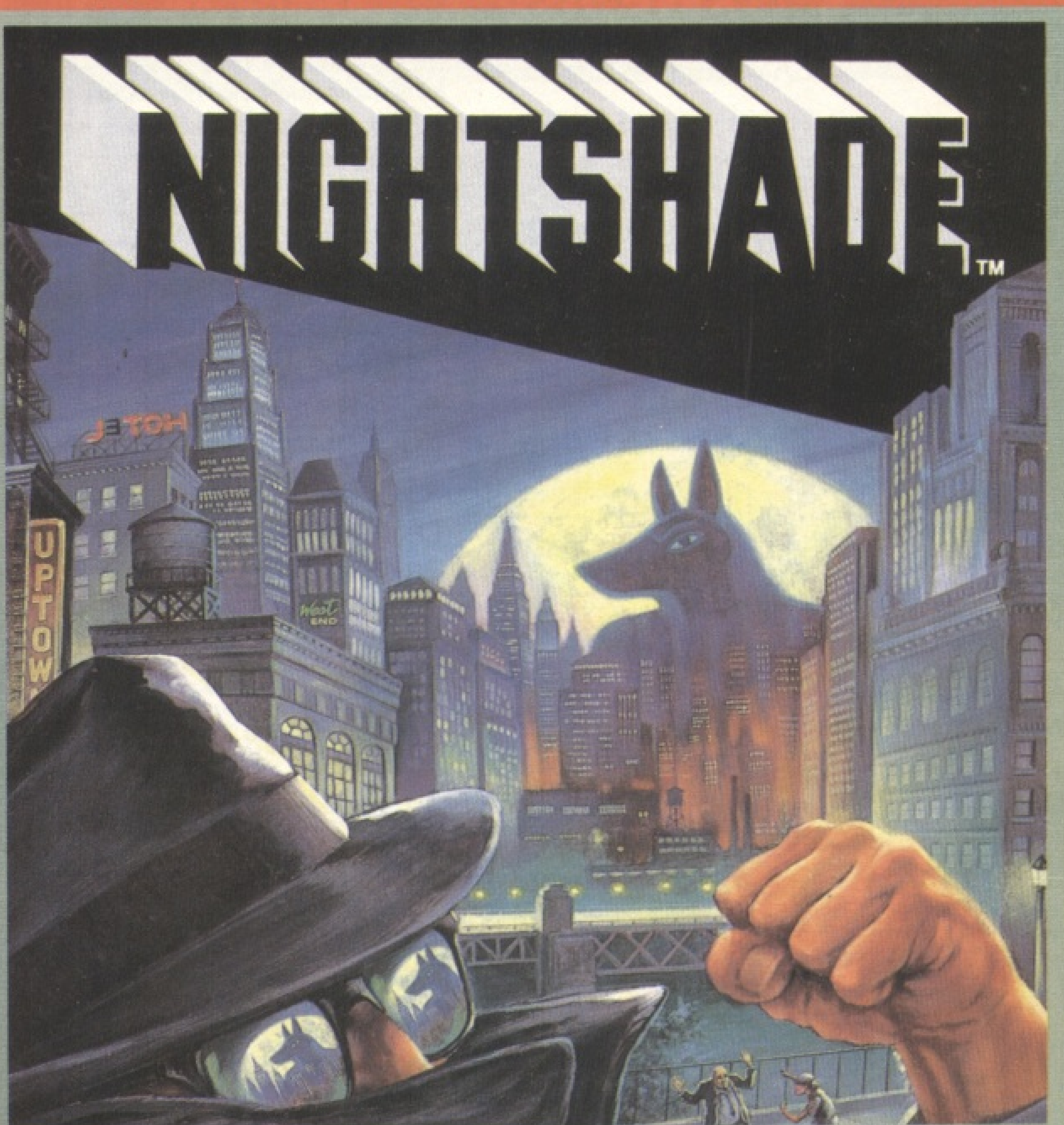
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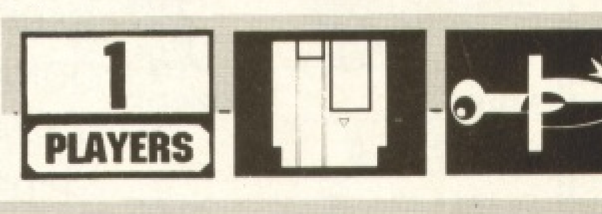
NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...



Metro City is a town in turmoil. Since the death of the city's super-heroic saviour, Vortex, the streets have been gripped by a vicious crime wave. Now things are looking worse because the evil Sutekh has organised all the local criminals into a single terror-inducing gang. As the lone vigilante, Nightshade, it's up to you to put a stop to this reign of terror in true 30s pulp comic style. Nightshade is similar in some ways to Maniac Mansion, although it is played in a more arcade style and is endowed with beat 'em up sequences should you run across any of Sutekh's gang. From what we've seen, Nightshade is looking great, with a great atmosphere, some superb backgrounds and a droll sense of humour. Watch for a full review soon.

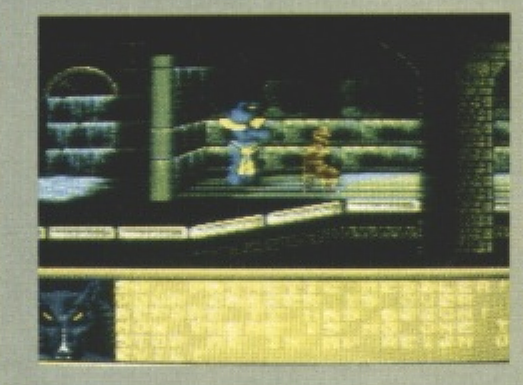
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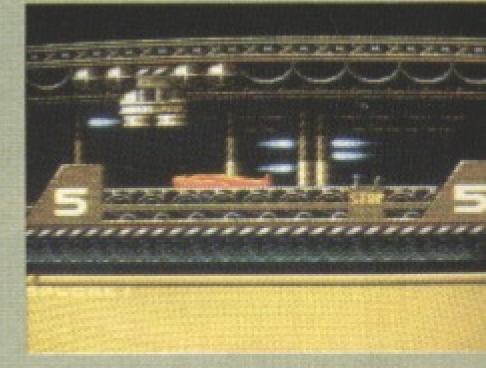






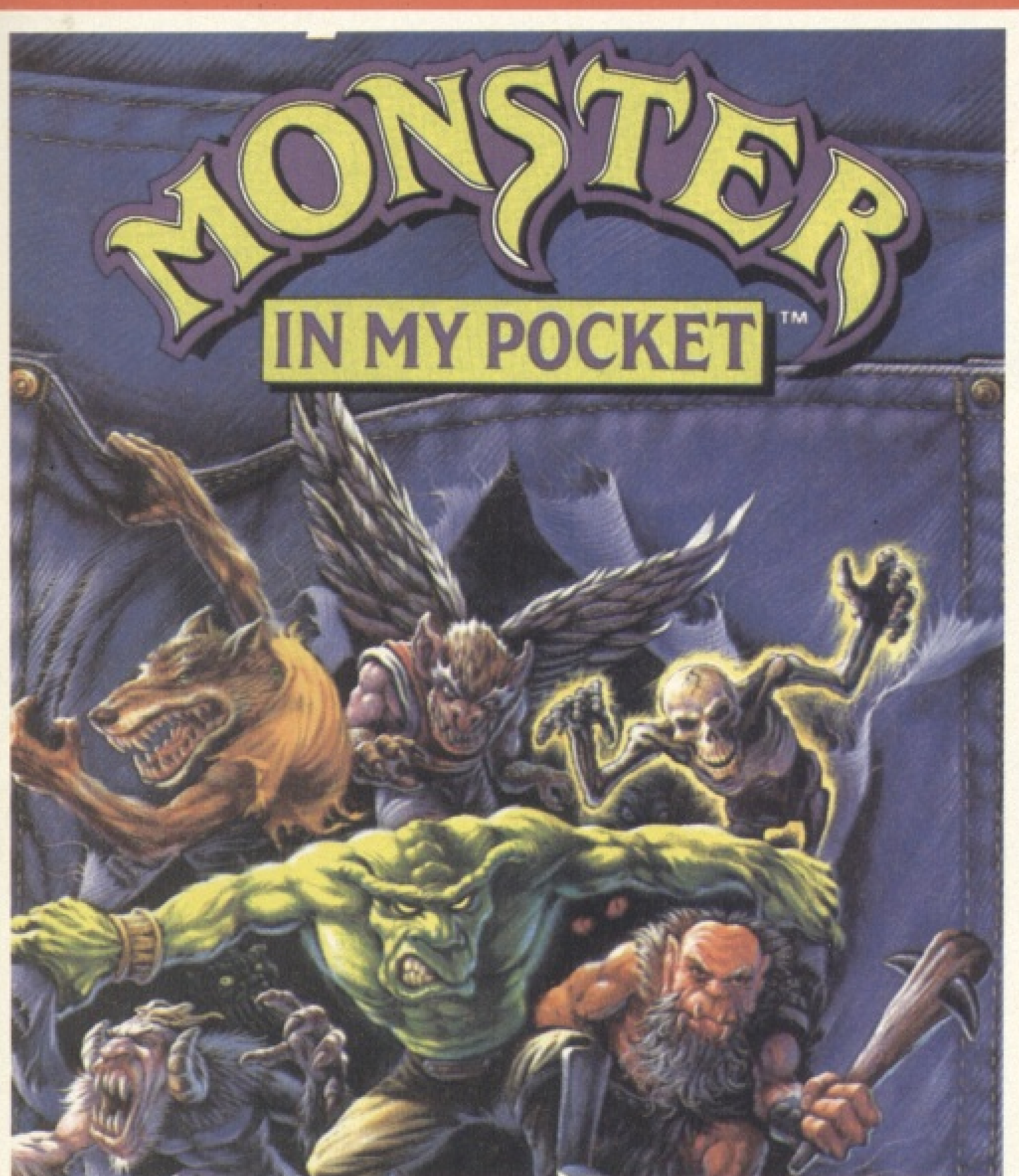


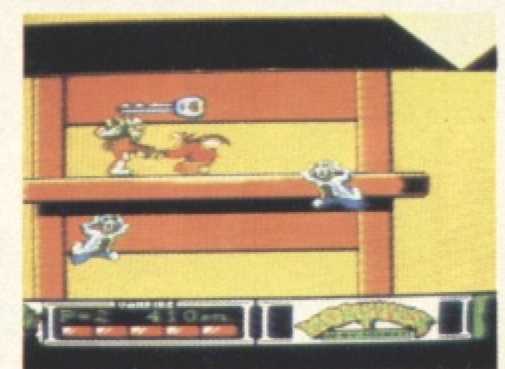






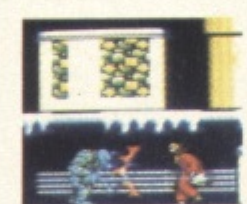


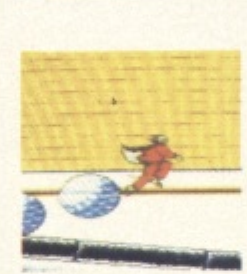


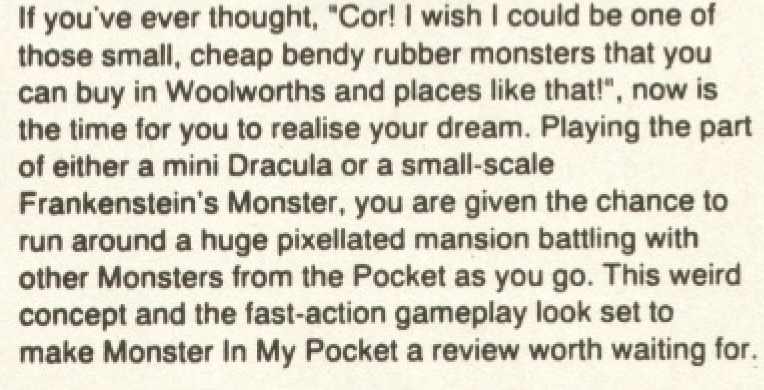












If you've ever thought, "Cor! I wish I could be one of those small, cheap bendy rubber monsters that you can buy in Woolworths and places like that!", now is the time for you to realise your dream. Playing the part of either a mini Dracula or a small-scale Frankenstein's Monster, you are given the chance to run around a huge pixellated mansion battling with other Monsters from the Pocket as you go. This weird concept and the fast-action gameplay look set to make Monster In My Pocket a review worth waiting for.

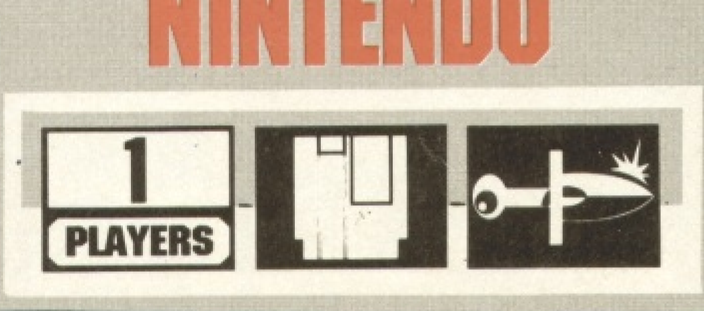






Take to the seas, splice the mainbrace and shout "Avast!" in this conversion of the classic Amiga title. The game is a sprawling RPG-cum-plunder 'em up in which you play an apprentice swashbuckler in the historical period of your choice. You are given the chance to navigate a pirate ship around the world, raid and board ships, storm towns, undertake missions for various governments and trade your booty for goods, which you sell. Your general objective is to become the most renowned and feared sea-dog who ever lived. Pirates looks like being a faithful conversion of the old 16-bit game, so prospective pirates should waste no time in checking this one out. MEAN MACHINES will be carrying a full review in the next couple of months.





ROBIN HOOD
PRINCE OF THIEVES

Based on the UK's top-grossing movie last year, Robin Hood: Prince of Thieves looks like being a high-quality video game conversion for the Nintendo. The game is best described as a kind of Legend of Zelda variant, with the player cast as the Prince of Thieves himself, out to banish the evil Sheriff of Nottingham who has plans to take over England and oust good king Richard. It's up to Robin to recruit a bunch of merry men to help him with his venture, and use his natural cunning, swordplay and archery skills against the Sheriff's men. For the most part, the game is played over a scrolling Zelda-style landscape, but this action is interspersed with one-on-one sword fight sequences and strategy-style screens where Robin and his men take on the Sheriff's many armies. We have been playing a finished version of the game especially jetted across from America and we'll be giving you the definitive review of this product nearer its Summer release date. Keep your eyes peeled.

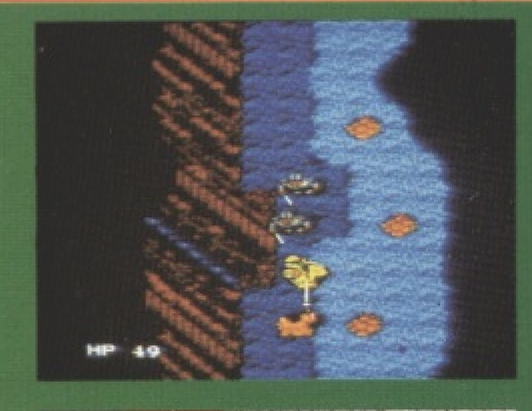


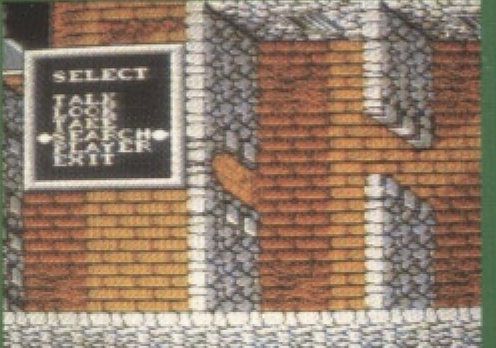






▲ It's a duel to the death as Robin gets cut up by a rampant axe-wielding maniac.









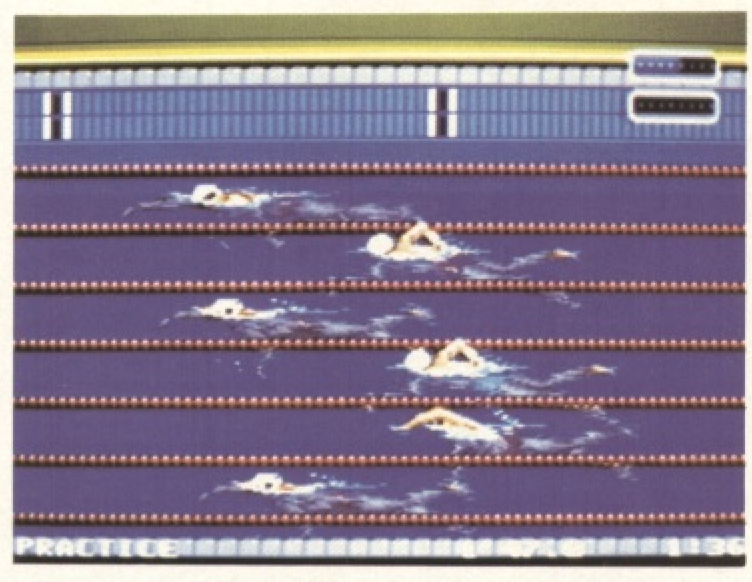


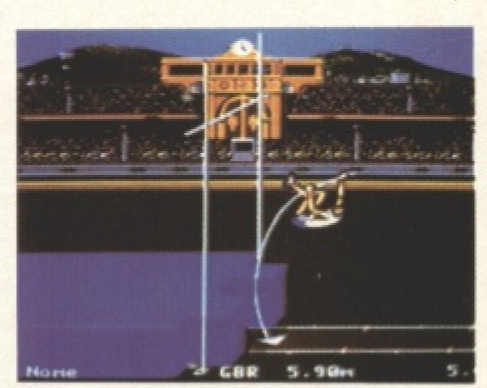


▲ An assortment of action scenes from Robin Hood: Prince of Thieves, showing the rich variety of styles found within the game.



The official game of the 1992 Barcelona Olympics, US Gold's latest sports simulation is set for release just before the games commence this summer, on Megadrive, Master System and Game Gear formats. All versions feature seven different events: 100m Sprint, Hammer Throwing, Archery, Pole Vault, 110m Hurdles, Springboard Diving and 200m Freestyle Swimming, and up to four players can participate. The Sprint, Hurdles, Swimming and Hammer events are based around button-bashing, but the rest require timing and keen hand-to-eye co-ordination skills. From what we've seen the game looks very slick and polished. How does it play? Wait until you see the exclusive review in MEAN MACHINES in a couple of months time and you'll find out.

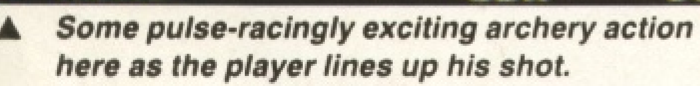




▲ *Flexing bendy poles (as well as a lot of skill and dexterity) come in handy.*

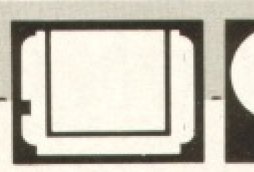


▲ *Some pulse-racingly exciting archery action here as the player lines up his shot.*



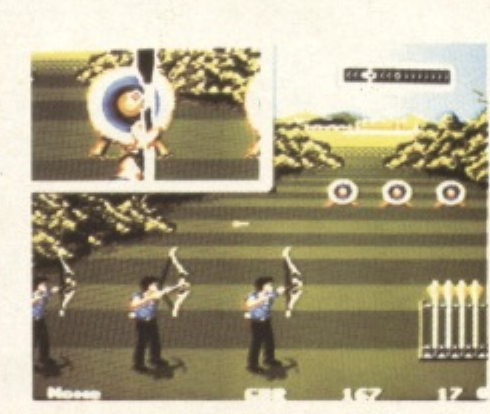








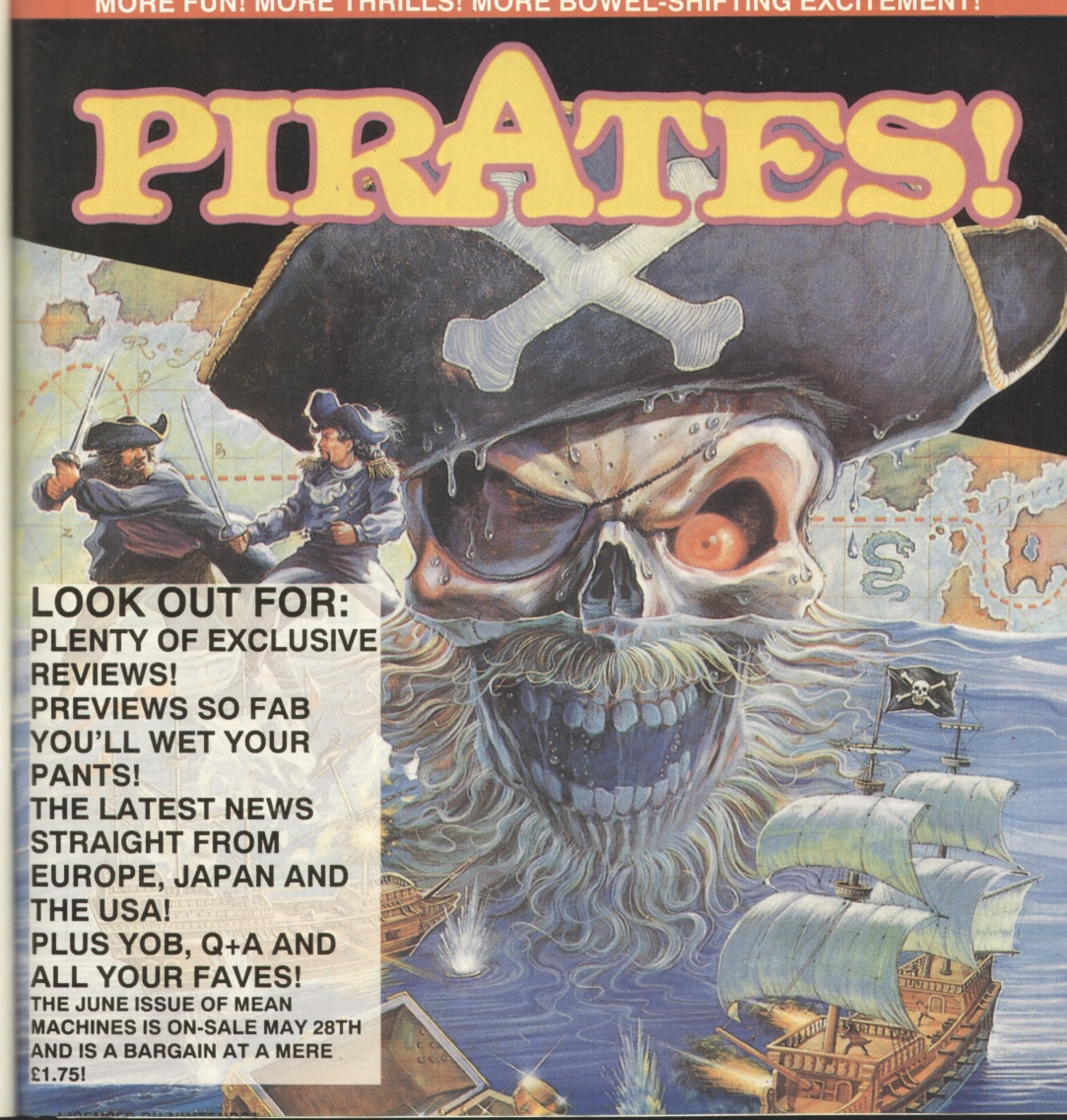




▲ *Archery excitement*

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